**Connect Four Game**

Document Change Log

|  |  |  |
| --- | --- | --- |
| Date | Who | Description |
| 19/11/2015 | John Roth | Created documentation |
|  |  |  |

Table of Contents

[Architecture & Design Overview 2](#_Toc351012879)

[Overview: 2](#_Toc351012880)

[Design Patterns Used: 2](#_Toc351012881)

[Data Model: 3](#_Toc351012882)

[API for 3rd Party Use: 3](#_Toc351012883)

[List of Assumptions 4](#_Toc351012884)

[Time Estimate 4](#_Toc351012885)

[Estimate: 4](#_Toc351012886)

[Details: 4](#_Toc351012887)

[Solution 4](#_Toc351012888)

Architecture & Design Overview

Overview:

To play connect four you must have a board, 2 different colored coins. With the 4x4 board, there are only 10 possible ways to win, but I want to consider change and come up with an solution that would allow for change of the board to be any dimension.

The key components are:

* User Interface
* Game Engine
* Physics Engine (for pieces to fall and bounce)