

CONNECT 4 – PROLOG IMPLEMENTATION

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Week 3 Update (April 14th – 21st , 2018):

- Implemented a maxConnected function which returns the maximum number of connected pieces the player has in a given column.
- Implemented a goodMove function which returns whether the move was 'good', i.e. the player wins by placing a piece in a particular column.
- Implemented a nextMove function, which keeps on iterating till one of the clients reaches a winning condition.
- Implemented a machine move function, which checks for the columns/rows wherein the player can win by placing the next piece, and accordingly intercepts that.