FAST – National University of Computing and Emerging Sciences

COAL Project Proposal

Topic: **Four Up** (Game)

The project that we are going to implement is a board game for two players that follows some basic and simple rules. The objective of the game will be to connect four of a player's 'symbol' next to each other either horizontally, vertically or diagonally. The game will have three outcomes:
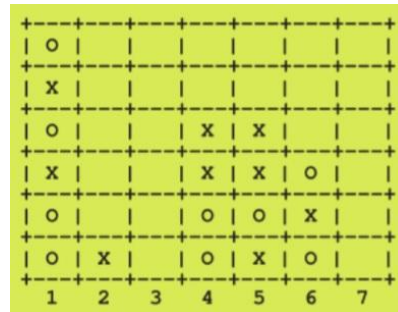
1. Win   2. Lose   3. Draw

RULES:
   a. The players will choose a symbol and take turns.
   b. The 'turns' consist of dropping selected symbol from the top of any of the seven-columns. This will be done by pressing the keys from 1 to 7.
   c. The player to first reach the maximum after no more turns are possible will win.

GROUP MEMBERS:
   1. Zia Ali   22K-4627
   2. Zehra Waqar   22K-4219

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+---+---+---+---+---+---+---+
| O |   |   |   |   |   |   |
+---+---+---+---+---+---+---+
| X |   |   |   |   |   |   |
+---+---+---+---+---+---+---+
| O |   |   | X | X |   |   |
+---+---+---+---+---+---+---+
| X |   |   | X | X | O |   |
+---+---+---+---+---+---+---+
| O |   |   | O | O | X |   |
+---+---+---+---+---+---+---+
| O | X |   | O | X | O |   |
+---+---+---+---+---+---+---+
  1   2   3   4   5   6   7
```

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☐ Approved   ☐ Not Approved