Connect 4   TI-Freakware   Version 1.0

1. Installation

To install, use your favorite linking program (TILP or TI Connect) to place this file into the RAM of your TI-84 Plus Color Silver Edition.

1. Description and playing this game

This is the classic Connect 4 game brought to your graphing calculator! At the starting menu, you select which board style you want, and if you want animations during the drops. Press the associated number next to the menu item and press 2nd to move on. Below is a screen of the main menu:
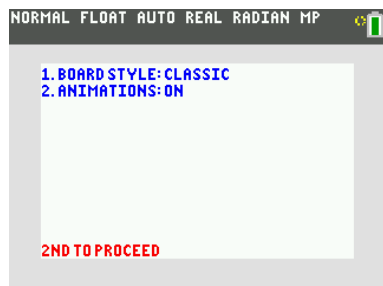
The board styles are offered in the following looks, classic and simple:
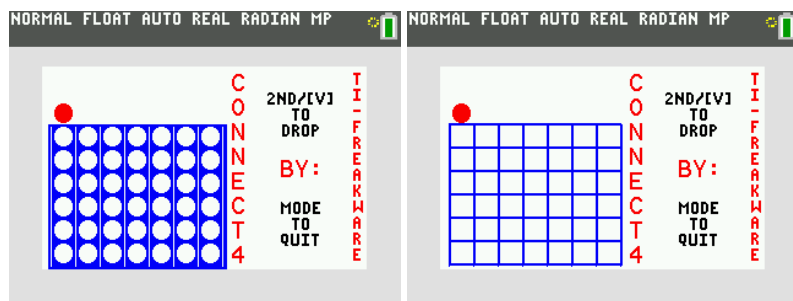
The classic board takes roughly 30 seconds to generate, but once you do, you only have to wait that length of time if you shut the program down and start it up again. If you or the other player wins, it will simply clear out the holes where the coins are in. The animation is merely watching the coin fall down the slots to hit the last available slot open. Turning it off makes the piece drop instantly to the last available spot. Please be aware that the classic board style is the default style, as is having animations on.

Once you make it to the board, you use the left and right arrows to move your coin back and forth across the top of the board, and once you have the column you want to drop down into, you can press either second or the down

arrow. The MODE button allows you to exit the game at any point, except when a win has been declared. It is recommended to do it this way, otherwise the game will not be able to clean up the used variables and lists that it uses.

2. Credits and contacts

If it wasn't for the help of KermMartian and Weregoose, the classic board would have taken far longer to generate than it does now, so a big thank you goes out to them. Huge thanks to merthsoft for pointing out a critical flaw in my first designs of the win detection system and with other things. A shout out to Ashbad for recommending the simple board style and toggling animations on and off. And a thank you for those of you that have given your support to this project.

If you need to report a bug, or offer feedback, please feel free to let me know at http://tifreakware.net/forum/viewtopic.php?f=6&t=210 or drop me an email at tifreak8x@hotmail.com and I'll get back with you as soon as I can.

3. Versions and future plans

Version 1.0 gives you a playable game of player vs player. I plan on releasing an updated version in the near future that allows AI play. I haven't yet decided how I want to do this, and I really just wanted to get this game out there for others to bug test what I have currently done.