***2048 Game Implementation***

***Group 19***

***Version 1.0***

***Multi-Device Programming CS 3112***

***26th March 2019***

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| ***Name*** | ***Enrollment-Number*** | ***Section*** |
| **Suraj Kande** | **U101116FCS140** | **C-5** |
| **P. Yashwanth** | **U101116FCS155** | **C-5** |
| **Tavva G N R S N Prudhvith** | **U101116FCS142** | **C-5** |
| **Gnana Harsha P** | **U101116FCS041** | **C-6** |

***Mentors :***

* Professor Vikas Kumar Malviya
* Bhavesh Sangwan

***Technologies Invoked :***

* HTML
* CSS
* JAVASCRIPT

***About 2048 Game :***

2048 is a single-player sliding block puzzle game designed by Italian web developer Gabriele Cirulli. The game’s objective is to slide numbered tiles on a grid to combine them to create a tile with the number 2048. However, one can continue to play the game after reaching the goal, creating tiles with larger numbers.

***Flow Diagram Of 2048 :***

**Game Loop**

***Task Accomplished :***

* Assimilate triad of cornerstone technologies.
* Exploring algorithms to build an AI model for 2048.

***Expected Deliverables :***

1. Implement an interactive user interface. -by Prudhvith and Suraj.
2. Build an AI for 2048(tentative).- by Yeshwanth and Harsha.