# 2048 Game Implementation

Group 19

Version 1.0

<Multi-Device Programming CS 3112>

<26th March 2019>

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

Mentors:

*Mr. Vikas Malviya Sir.*

*Mr. Bhavesh Sir.*

Technologies

HTML, CSS, JAVASCRIPT

Flow Diagram Of 2048

Game Loop

About 2048

[2048](https://en.wikipedia.org/wiki/2048_%28video_game%29) is a single-player [sliding block puzzle](https://en.wikipedia.org/wiki/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.

What did we do?

Learning Html, Css, JavaScript and exploring algorithms to build an AI model for 2048(Tentative).

Expected Deliverables

1. We will implement this game with an interactive User Interface
2. Build an AI for 2048.