2014

M359 AP Computer Science Name\_\_\_Daniel Classon\_\_\_\_\_

Year End Project

1. Brief Description – 2048 Java Game

A game consisting of a grid of variable size. Numbers between 2 and 4 spawn in the grid, and when you select one of four directions all the tiles move in that direction. Numbers of alike value combine (2 + 2 = 4) until a 2048 tile (2^11) is created or until the board is filled with no possible moves left.

1. Progress thru Wed 5/14

Compiles and Runs: Yes

Game works as intended: Yes

Fixed bug which allowed user to spawn two without moving

Fixed bug, allowing all tiles to fully go to the very edge

Added title

Added user input to start game

Implemented a scoring system

1. Effort Grade to-date (out of 100) ………………………………………………. \_100\_\_