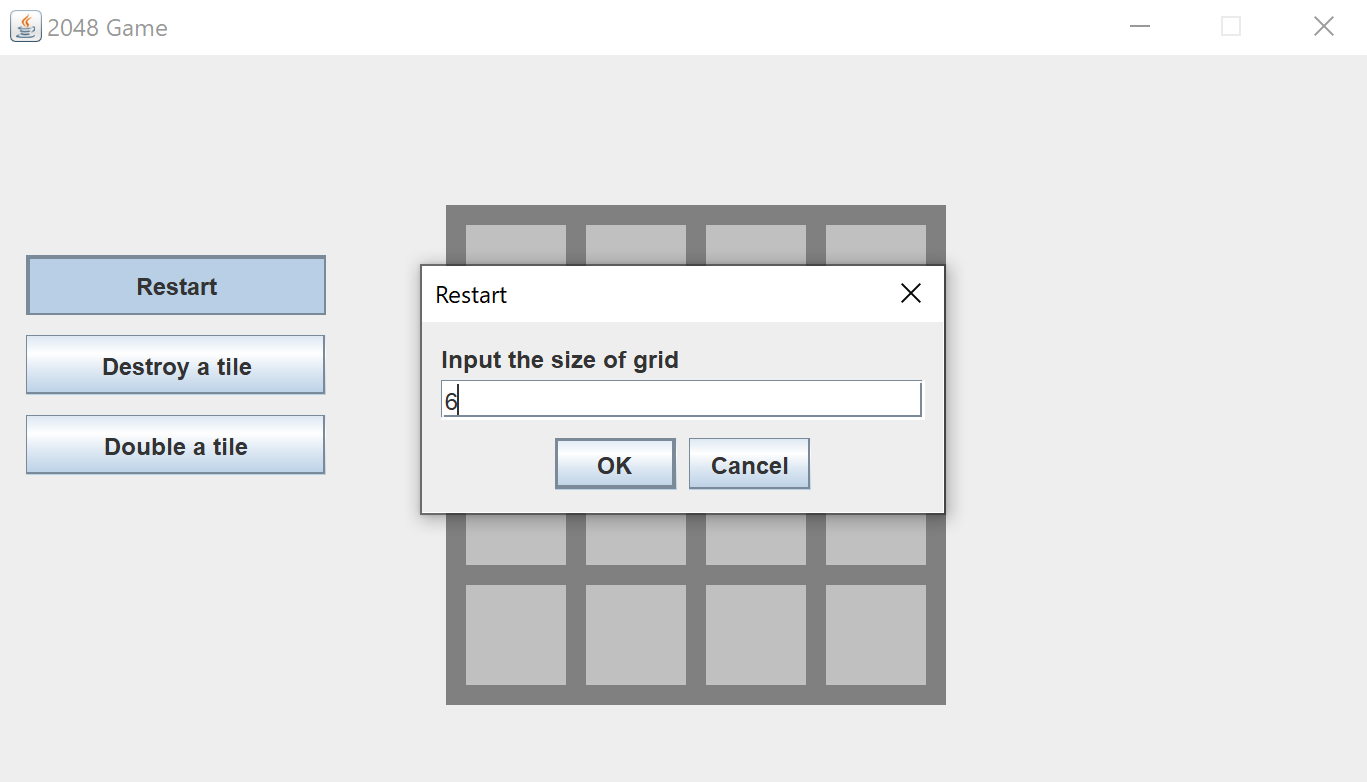
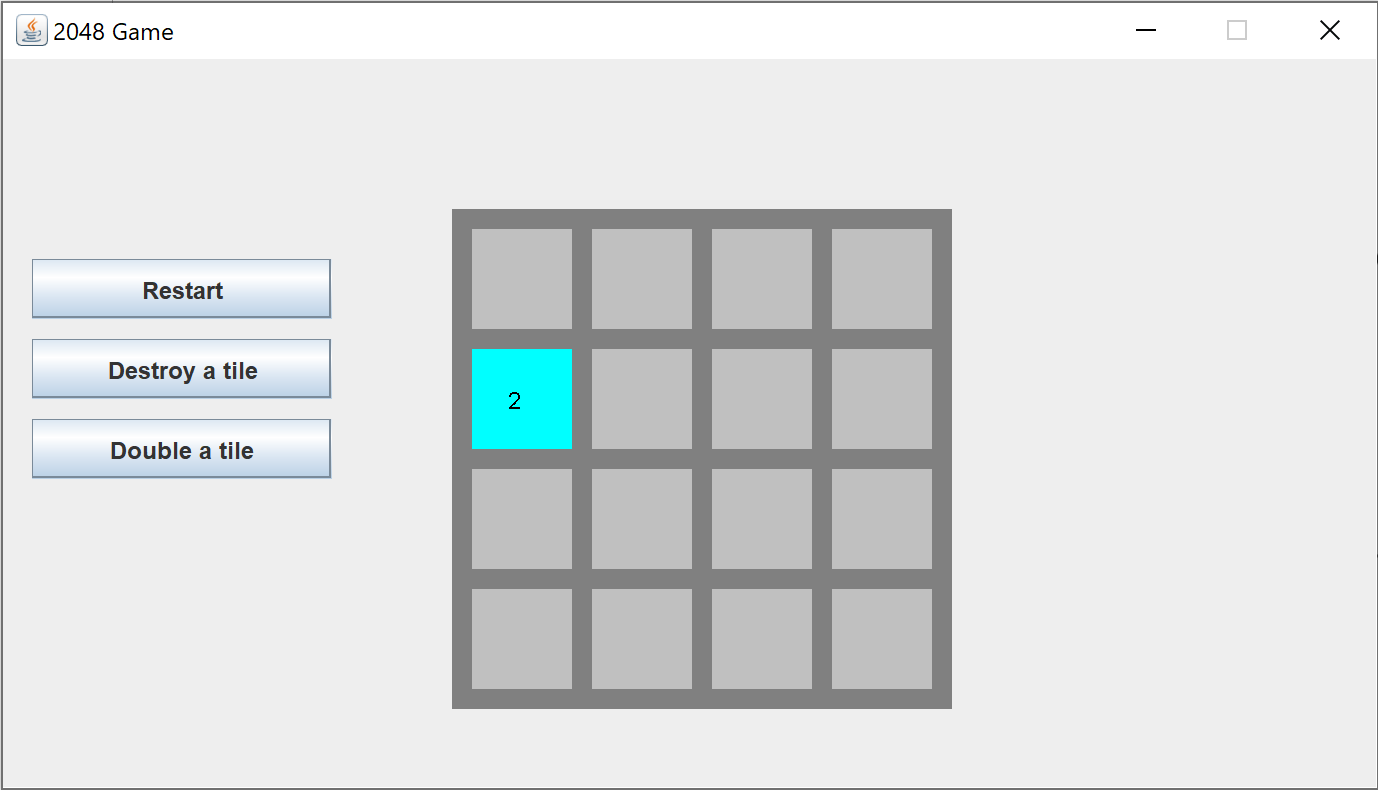
Mid-Point Check-in

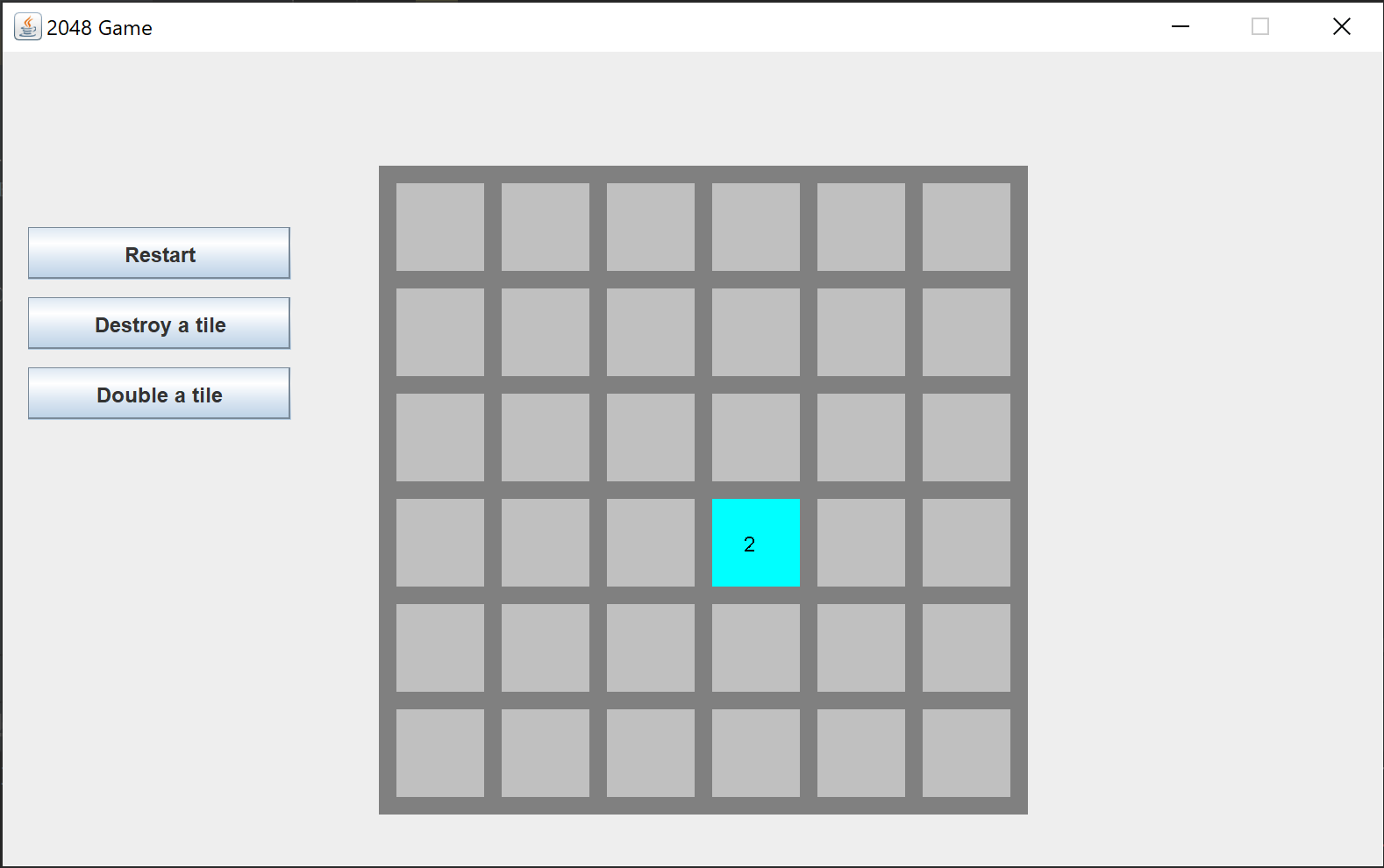
CS240

Ting Gao, Cancan Huang, Jialei Lyu, Jacqueline Tan, Yushi Yao (alphabetically order of last name)

What progress have you made?

We have written most of the GUI including grid, tiles, buttons, built the framework of grid class, keyboard input detection, and spawning a “2” tile at random empty position. The size of grid can be changed by pressing the “restart” button and inputting a different size.





What do you still have left to do?

Move and merge logic – Feb/20

Game over detection – Feb/21

Score – Feb/22

How have you implemented/utilized concepts from this course?

Efficient calculation of move/merge/game-over will require concepts from this course.

Give two example of design decisions you have made and why you made those specific decisions

Have you started testing your project? If so, how?

Each time we made a modification, we would write test code to search for bugs, dash out methods not written yet, and add breakpoint or System.out.println to make sure code is working properly. For example, when we haven’t finished spawn method to spawn “2” in random empty position, we added “2” manually to test other code/method.