



THORGATE

Python CodeClub

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MEKTORY
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Python CodeClub
bit.ly/pythoncodeclub

Questions from last time

Today's challenge - 2048

Create a game of 2048 in Python shell

Example

gabrielecirulli.github.io/2048/

Code samples

JavaScript

github.com/gabrielecirulli/2048

Other helpers

Detecting key strokes

bit.ly/PCCdropbox - 2048

arrows.py

```
from arrows import Arrow

key = Arrow.input()
if key == Arrow.NONE:
    # None of the arrow keys was pressed
elif key == Arrow.UP:
    # Up arrow was pressed
elif key == Arrow.DOWN:
    # Down arrow was pressed
# And so on..
```


One possible approach to the problem

- How to hold the state of the game? (board and score)
- Method for printing out the state of the game
- Method for creating the initial board (starting the game)
- Methods for changing the game state after user input
- ...



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