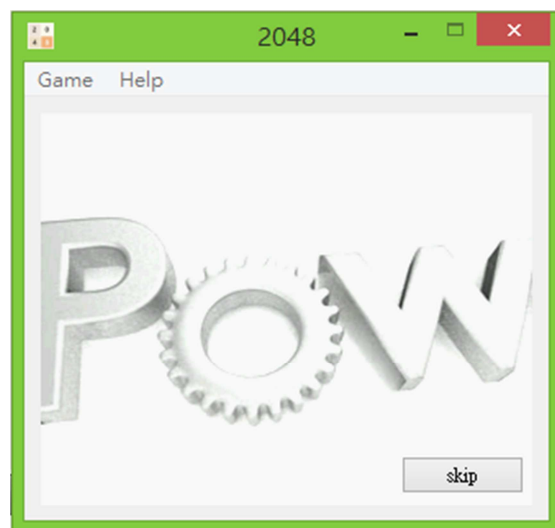# Project 2 Report
2048

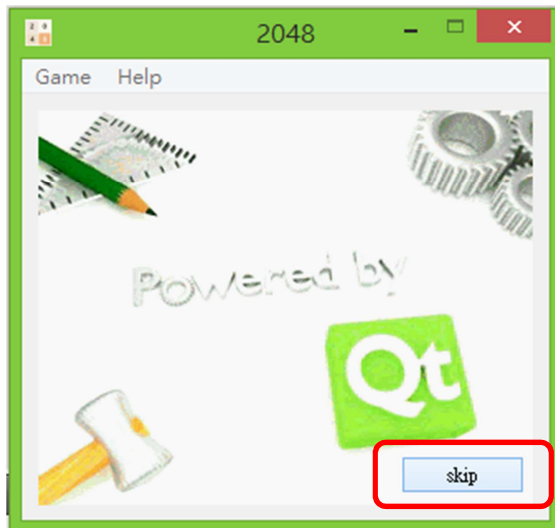Student Name: 郭育成

Student ID: F74036344

Introduction

Features of this 2048:

1. Tile movements has **animation**.

2. The game has **sound effects**.

3. The game has **multiple modes** to select. Play the game and
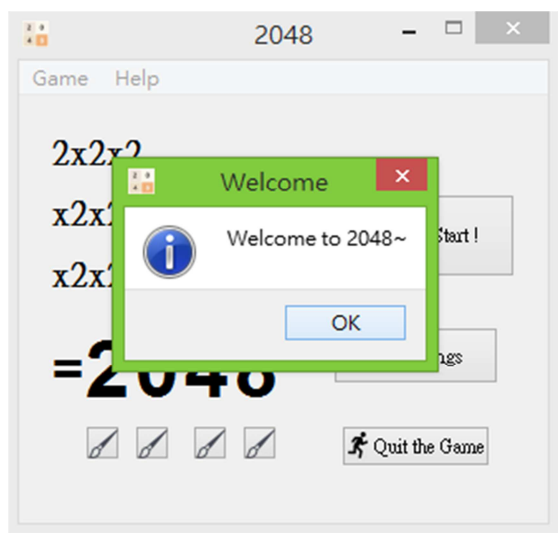
see more properties of the game! ^.<
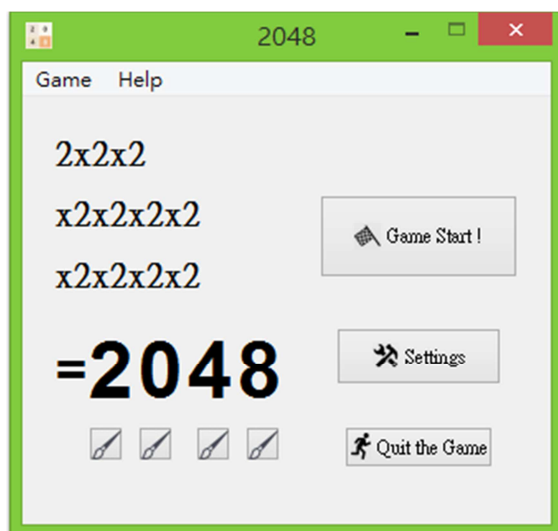
Screen Shots

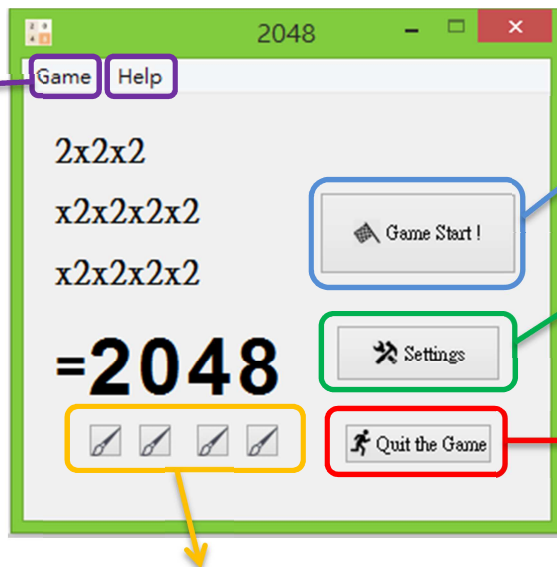When you enter the game, you would see the welcome animation first

You can click the "**skip**" button in the bottom right corner to skip the animation.

When the welcome animation is over, you will see a welcome message next. Just click "**Ok**".
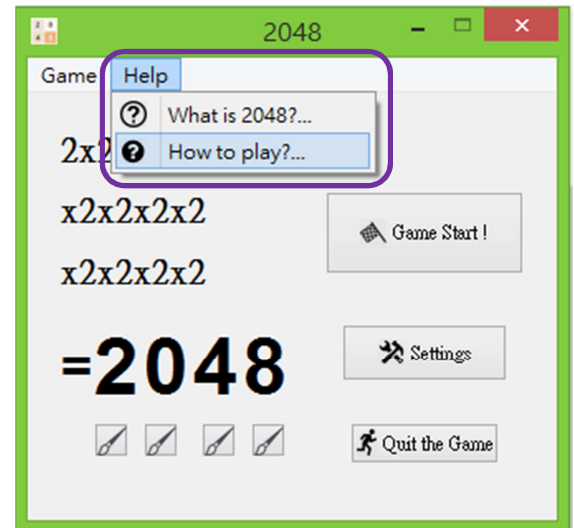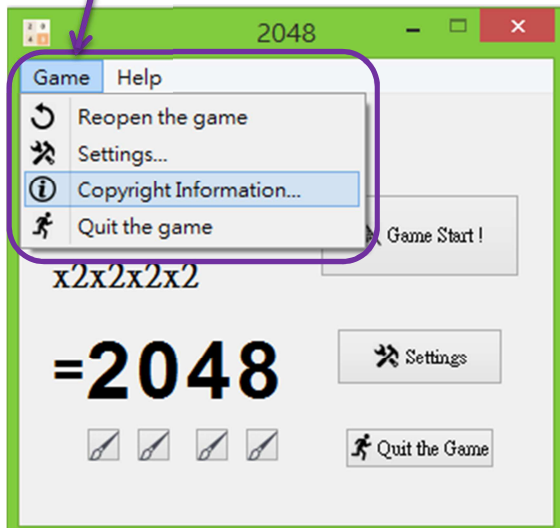

And now you are in the Menu.

Click "**Game Start!**" to **start the game**.

Click "**Settings**" to **change the settings** of the game.

Click "**Quit the Game**" or "**X**" in the top right corner to quit the game.

These buttons….. just press and expect what would happen XD~

Game window

2048

Game   Help

2x2x2

x2x2x2x2

x2x2x2x2

=2048

Game Start !

Settings

Quit the Game

Game menu

2048

Game   Help

↻ Reopen the game
🛠 Settings...
ⓘ Copyright Information...
🏃 Quit the game

x2x2x2x2

=2048

Game Start !

Settings

Quit the Game

Help menu

2048

Game   Help

⑦ What is 2048?...
❷ How to play?...

2x2

x2x2x2x2

x2x2x2x2

=2048

Game Start !

Settings

Quit the Game

When you click button "**Settings**" in the Menu, the Settings window would pop out.

You can change the goal as you wish. The default value is 2048.

You can change the amount of tiles generate in each step. Default value is 1.

You can change the game board size as you wish. Default game board size is 4x4.

You can change the color of tiles as you wish. The color of tiles is random by default.

Time limits mode(This mode is inactive by default):If you want to play the game with time restriction, you can check the checkbox "**Time limits**" to play with the mode.
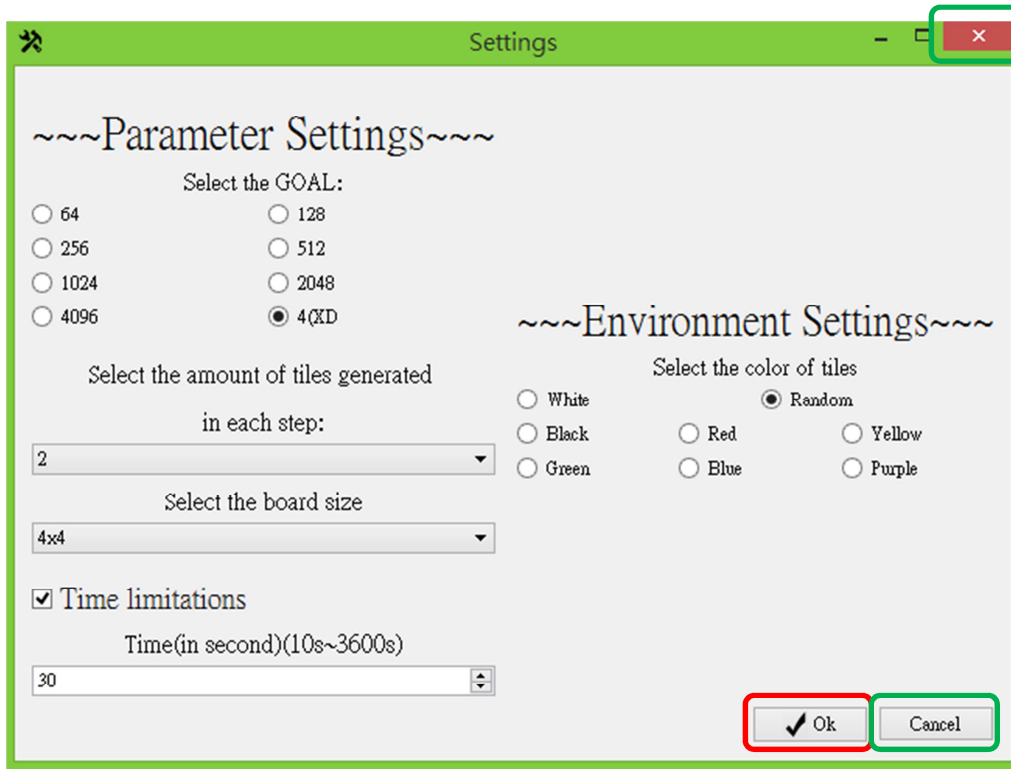
When you finish the settings, click "**Ok**" to save the settings. If you do not want to save the settings, just click "**Cancel**" or "**X**".
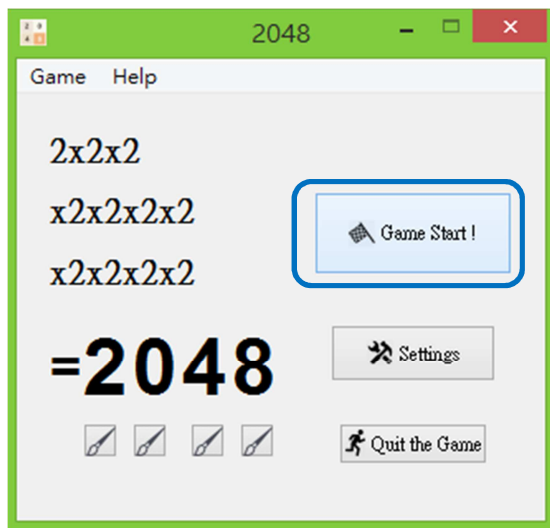
Now you can click "**Game Start!**" to start your game!
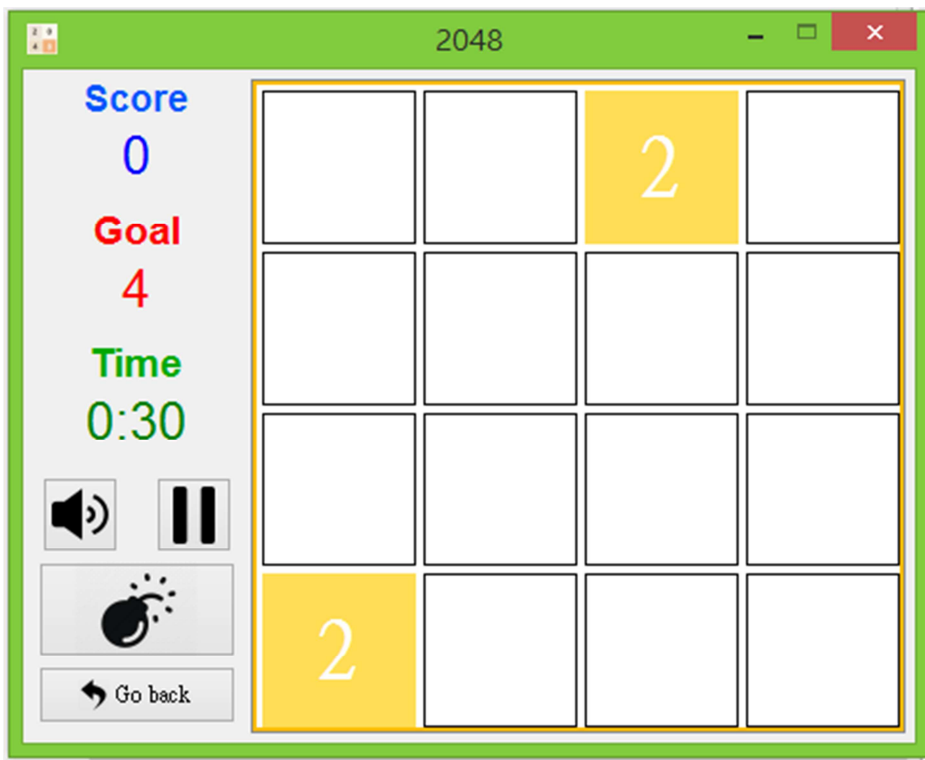
After clicking "**Game Start!**" In the Menu, the game window would appear.

Click "**Go back**" or "**X**" to return to the Menu window.

Display the score.
Once two tiles of the same value combine together, the score value would increase.
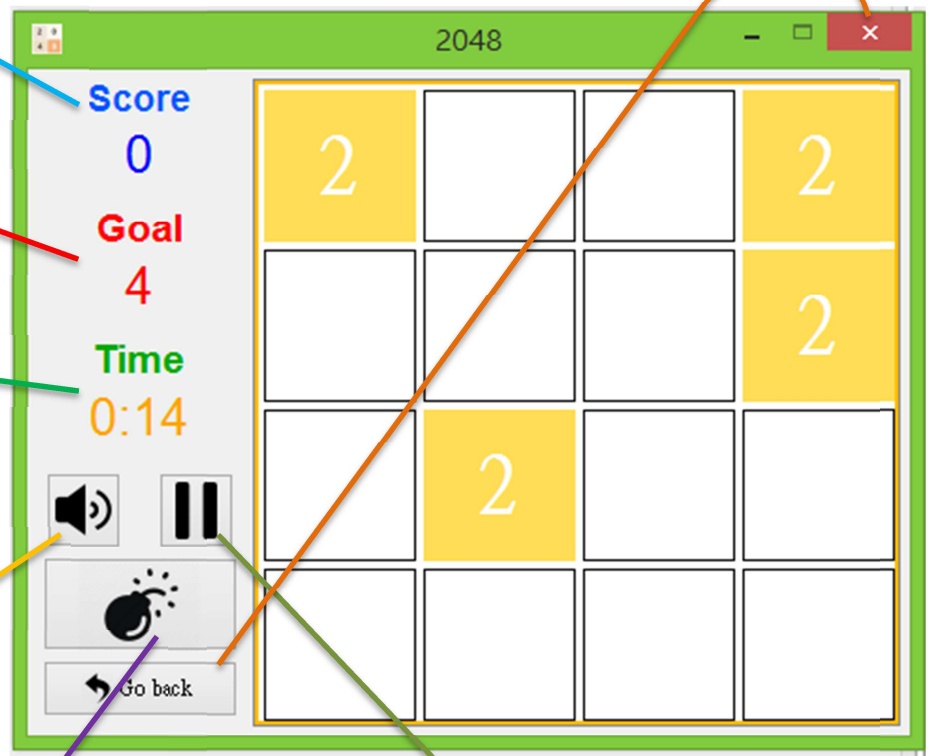
Display the goal.
You can change the goal value in "**Settings**" in the Menu window.

Stopwatch:
If you have checked the checkbox in the Settings window, then this would be active. When time is up, then the game is over.
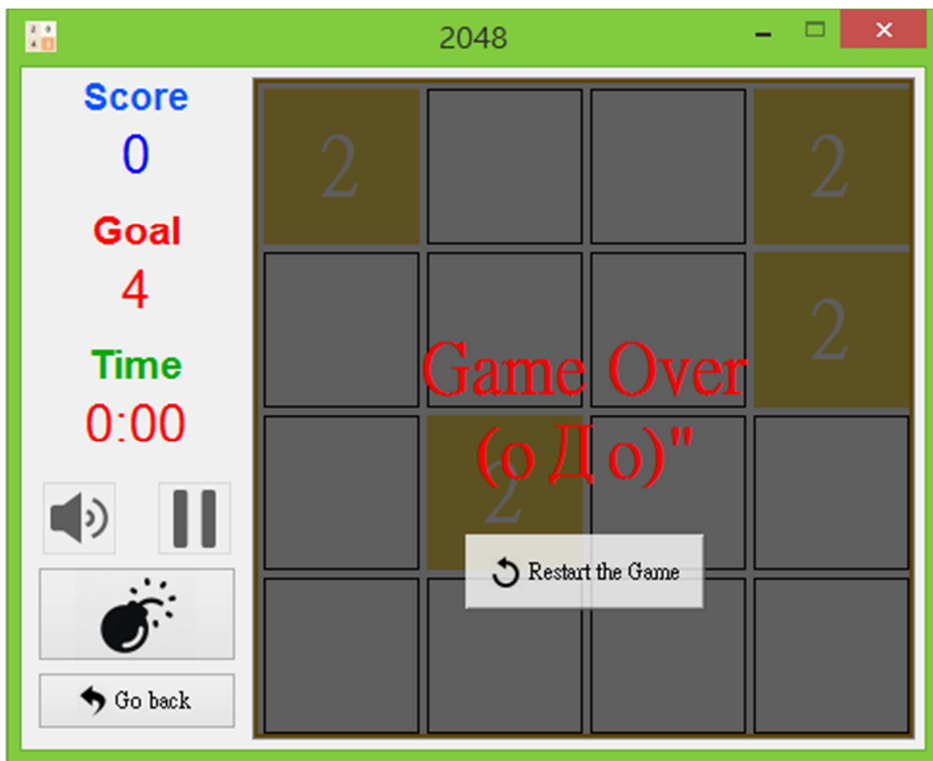
Mute:
If you do not want to listen the Background music, you can click this button to turn it off.

???:
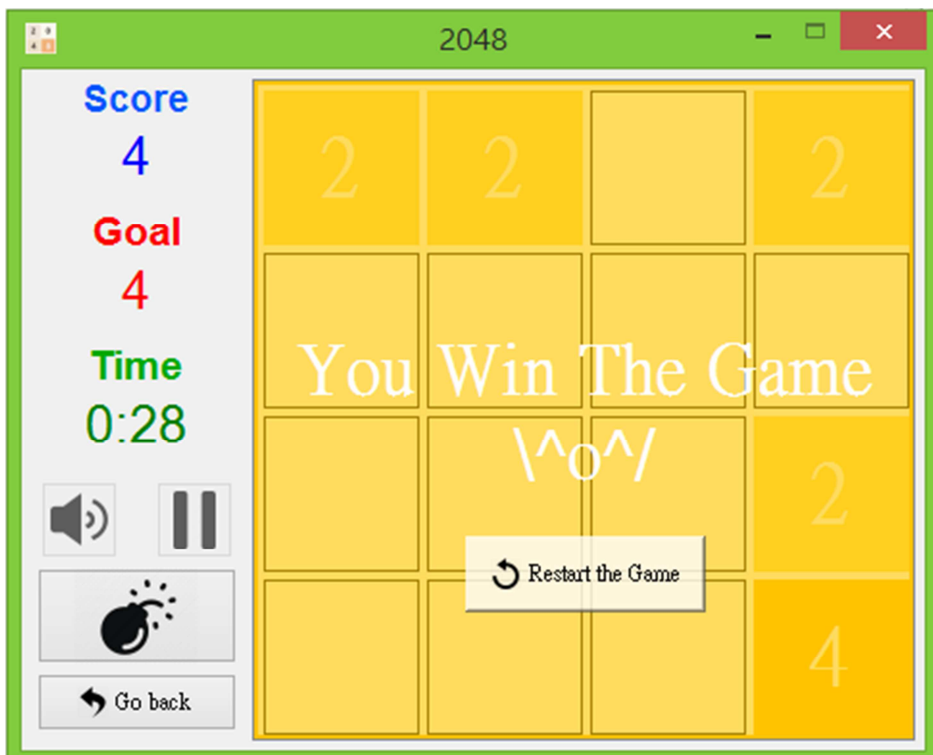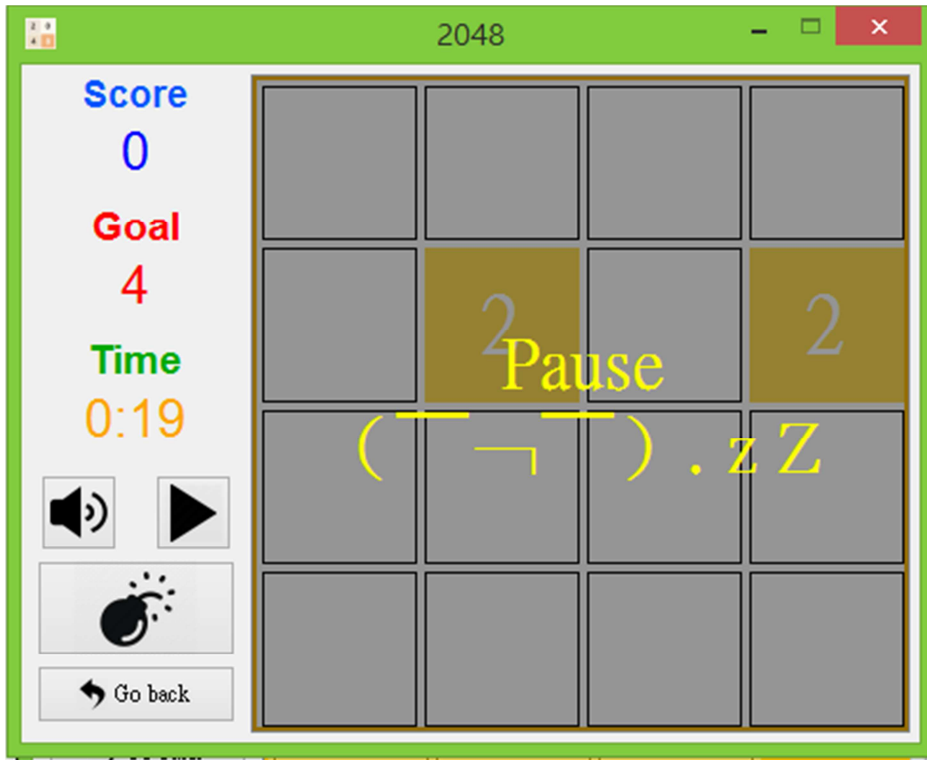I think you can judge what the button is by its icon......XD

Pause:
Click to pause the game. The background music would also be paused. If you are in time limits mode, the stopwatch would also be pause.
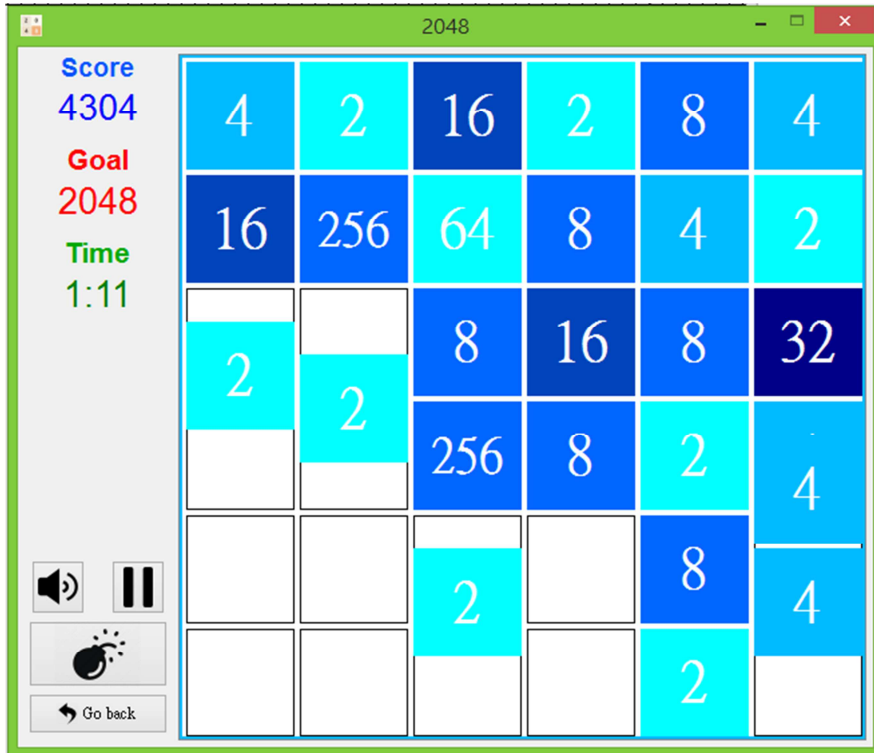
Game Over view

Game Win view

Game Paused view

Have Fun

Playing

\^o^/