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# 2048.py

# importing the logic.py file
# where we have written all the
# logic functions used.
import logic

# Driver code
if __name__ == '__main__':

# calling start_game function
# to initialize the matrix
    mat = logic.start_game()

while(True):

    # taking the user input
    # for next step
    x = input("Press the command : ")

    # we have to move up
    if(x == 'W' or x == 'w'):

        # call the move_up function
        mat, flag = logic.move_up(mat)

        # get the current state and print it
        status = logic.get_current_state(mat)
        print(status)

        # if game not over then continue
        # and add a new two
        if(status == 'GAME NOT OVER'):
            logic.add_new_2(mat)

        # else break the loop
        else:
            break

    # the above process will be followed
    # in case of each type of move
    # below

    # to move down
    elif(x == 'S' or x == 's'):
        mat, flag = logic.move_down(mat)
        status = logic.get_current_state(mat)
        print(status)
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    if(status == 'GAME NOT OVER'):
        logic.add_new_2(mat)
    else:
        break

# to move left
elif(x == 'A' or x == 'a'):
    mat, flag = logic.move_left(mat)
    status = logic.get_current_state(mat)
    print(status)
    if(status == 'GAME NOT OVER'):
        logic.add_new_2(mat)
    else:
        break

# to move right
elif(x == 'D' or x == 'd'):
    mat, flag = logic.move_right(mat)
    status = logic.get_current_state(mat)
    print(status)
    if(status == 'GAME NOT OVER'):
        logic.add_new_2(mat)
    else:
        break
else:
    print("Invalid Key Pressed")

# print the matrix after each
# move.
print(mat)
```