

# 2048 VIDEO GAME

## BASIC INFORMATION

- **LANGUAGE USED:** C++
- **CODING TOOL USED:** CODEBLOCKS OR ANY IDE THAT RUN C++ LANGUAGE
- **TYPE:** DESKTOP APPLICATION
- **DATABASE USED:** NONE

## ABOUT 2048 GAME -:

THIS 2048 GAME IS CREATED USING ONLY **C++** PROGRAMMING LANGUAGE. THIS APPLICATION IS A USER-FRIENDLY KIND OF APP THAT CAN BE EASILY MODIFIED. THE GAME IS PLAYED VIA CONSOLE LOG TERMINAL DISPLAY. THE PLAYER CAN MOVE THE NUMBER VIA KEYBOARD BUTTONS(LEFT ARROW KEY TO MOVE LEFT, RIGHT ARROW KEY TO MOVE RIGHT, UP ARROW KEY TO MOVE UPWARD, DOWN ARROW KEY TO MOVE DOWNWARD). THE GAME OBJECTIVE IS THE SAME AS THE ORIGINAL 2048 GAME WHERE YOU MERGE SAME DIGIT TO FORM A HIGHER DIGIT. TRY TO FORM MORE 2048 NUMBER TO GET THE HIGHEST POSSIBLE SCORE.

THIS 2048 GAME IS BASED ON A CONCEPT OF COLLIDING THE SAME TWO NUMBERS TO CREATE A NEW NUMBER WITH THE TOTAL SUM OF THE TWO NUMBERS. THIS WHOLE SYSTEM IS IN C++ LANGUAGE. THIS GAME IS A SINGLE PLAYER INTERESTING GAME. IT IS PLAYED ON A 4×4 GRID, WITH NUMBERS THAT SLIDE SMOOTHLY WHEN A PLAYER MOVES THEM USING THE FOUR ARROW KEYS. EVERY TURN, A NEW NUMBER WILL RANDOMLY APPEAR IN AN EMPTY SPOT ON THE BOARD WITH A VALUE OF EITHER 2 OR 4. IT IS VERY EFFECTIVE AND SIMPLE UNDERSTANDING FOR BEGINNERS.

## CONTROLS -:

- **UP ARROW**- TO MOVE UPWARD
- **DOWN ARROW**- TO MOVE DOWNWARD
- **LEFT ARROW**- TO SLIDE THE NUMBERS TO THE LEFT
- **RIGHT ARROW**- TO SLIDE THE NUMBERS TO THE RIGHT

## FEATURES -:

- **BASIC GUI GAMEPLAY**
  - THE PROJECT CONTAINS AN IMAGE AND BUTTON ELEMENTS.

- **BASIC CONTROLS**

- THIS PROJECT USES BASIC CONTROLS THAT ARE NEEDED TO INTERACT WITH THIS GAME.

- **USER-FRIENDLY INTERFACE**

- THIS PROJECT IS DESIGNED IN A SIMPLE USER-FRIENDLY INTERFACE WEB APPLICATION.