Project 2048

Table of Contents

**No headings found.**  
This is an automatic table of contents. To use it, apply heading styles (on the Home tab) to the text that goes in your table of contents, and then update this table.
If you want to type your own entries, use a manual table of contents (in the same menu as the automatic one).

# mOSCOW PRINCIPLE

## Must have

1. Graphical User Interface (GUI)
   1. Home screen
   2. Screen while playing a game
2. Core functionality
   1. Being able to add numbers to each other
   2. Being able to restart the game without exiting the app
   3. Being able to play the game by using arrow keys
3. Board grid (4x4)

## Should have

1. In game score counter
2. Different themes
   1. Normal
   2. Romanic
   3. Periodic table

## cOULD HAVE

1. Score leader board (hall of fame)
2. Being able to reverse 1 turn in time
3. Switching the GUI into a dark theme
4. Larger board grid (5x5 +)
5. Being able to save the game

## woN’T HAVE

# Planning

## Week 1

Creating a team, think about the game we should make.

Our team

1. Dave Buitenhuis
2. Rene van Spronsen
3. Rick Standaert

## Week 2

Having a look at pygame. The main library for creating games in Python.

## Week 3

Having a conversation with the tutor. Talking about the project. What we should achieve in those upcoming 5 weeks.

## Week 4

What we should achieve in this week.

### Graphical

1. Creating the main menu.
2. Creating the ‘in game’ menu.

### Technical

1. Being able to select one of the 3 games.

## Week 5