**Project 1**

**<2048 Game>**

**CSC-5 42450**

**Name: Kooyman, Christopher**

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**Introduction**

Title: 2048

This is a number puzzle game that your goal is to reach the number 2048. You simply use the W A S D keys to move the numbers in that direction. When you swipe two of the same numbers together they merge together into one. Example 2+2=4, 4+4=8.…..

Note.(you have to press enter after each keychoice at the moment mainly because of c++ limitations. )

**Summary**

Project size: about: 3456 lines

Number of variables: approx. 21

This project uses many of the concepts that we use in class or from the chapters in the book. It is fully functional but I can’t wait to come back and implement/cleanup the code once we mainly learn arrays. I chose not to learn them on my own because I fell like that was cheating. I wanted the challenge in making this work the long and painful way.

It took me about 4 days of writing it implementing and another week of brainstorming and figuring out how to implement certain aspects. I am happy with the current state of the program but there will always be improvements to it possibly a custom interface sounds and possibly simple animations. Overall I feel like I chose a game that is not only unique but challenging especially for being a intro programmer.

**Reference**

1. 2048 java edition. By:Gabriele Cirulli [https://github.com/gabrielecirulli/2048](https://github.com/gabrielecirulli/2048%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20%20)
2. Gaddis 7th edition textbook
3. Lecture Notes