**Project 2**

**<2048 Game>**

**CSC-5 42450**

**Name: Kooyman, Christopher**

**Due Date: 6/9/2014**

**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: 534 lines

Number of variables: approx. 7;

This project uses many of the concepts that we use in class or from the chapters in the book. I have moved everything from the 16 variables to 1 two-dimensional array. I’m happy how my project turned out, it was much easier than the first project and its also easier to read and understand. Overall I am happy with my rewrite and it took less time then I thought it would.

**System Libraries**

* Iostream
* Cstdlib
* Ctime
* Iomanip

**Concepts used**

* Two-dimensional Array (line 34)
* Void function (line 17)
* Int Function returning a value (Line 15)
* Void function w/ pass by reference of the two-dimensional Array (line 19)
* Random (line 470)
* If, else if, else statements (line 64)
* For loop (line 63)
* While loop (line 57)
* Do while loop (line 269)

**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