

Welcome

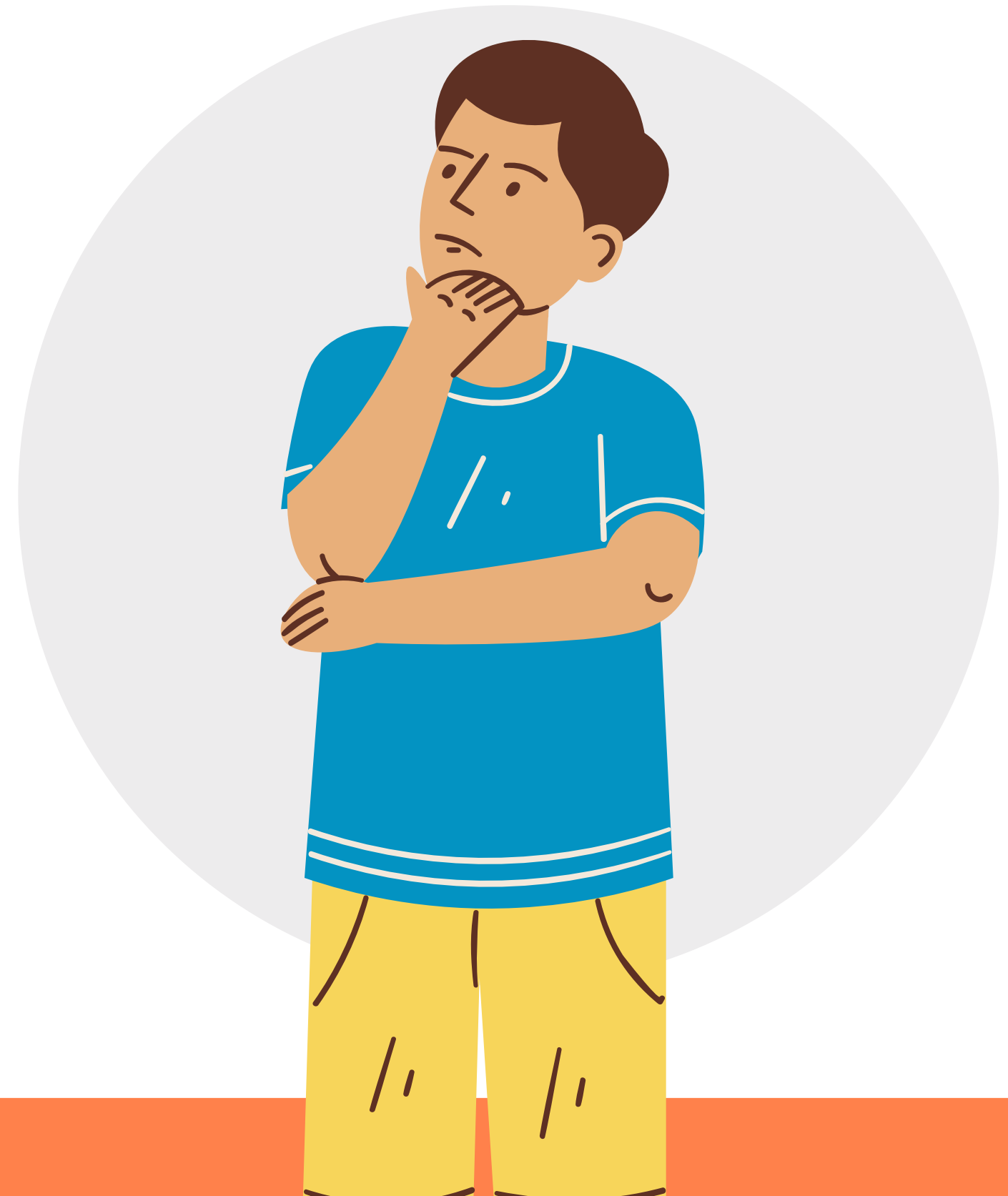
**The Project Was Prepared By
Kağan Can Şit (202802007)**

But don't forget. I always get help from the internet
As a software engineer candidate, I am researching what they do not know.



Contents

- What's the Name of My Project?
- What Is The 2048 Game?
- Game Mechanics
- An Example Game Moment
- Are You Ready To Play
- The Basic Moves (Simples)
- Game Resource Page
- Let's Look At Some Code
- Class
- The Continuation Will Be Explained Through The Code
- Game Resource Pages



What's the Name of My Project?

2048 GAME

IN JAVA





What Is The 2048 Game?

2048 is a single-player online numbers game on Android and iOS platforms, released on March 9, 2014. It was developed by Italian app developer Gabriele Cirulli.

The aim of the 2048 game is to reach the number 2048 by combining the numbers in 16 squares on the screen.

In other words, in the 2048 game, it is tried to reach the number 2048 by adding operations such as $2+2=4$, $4+4=8$. If all 16 squares are filled and the same numbers do not appear next to each other, the game is lost.

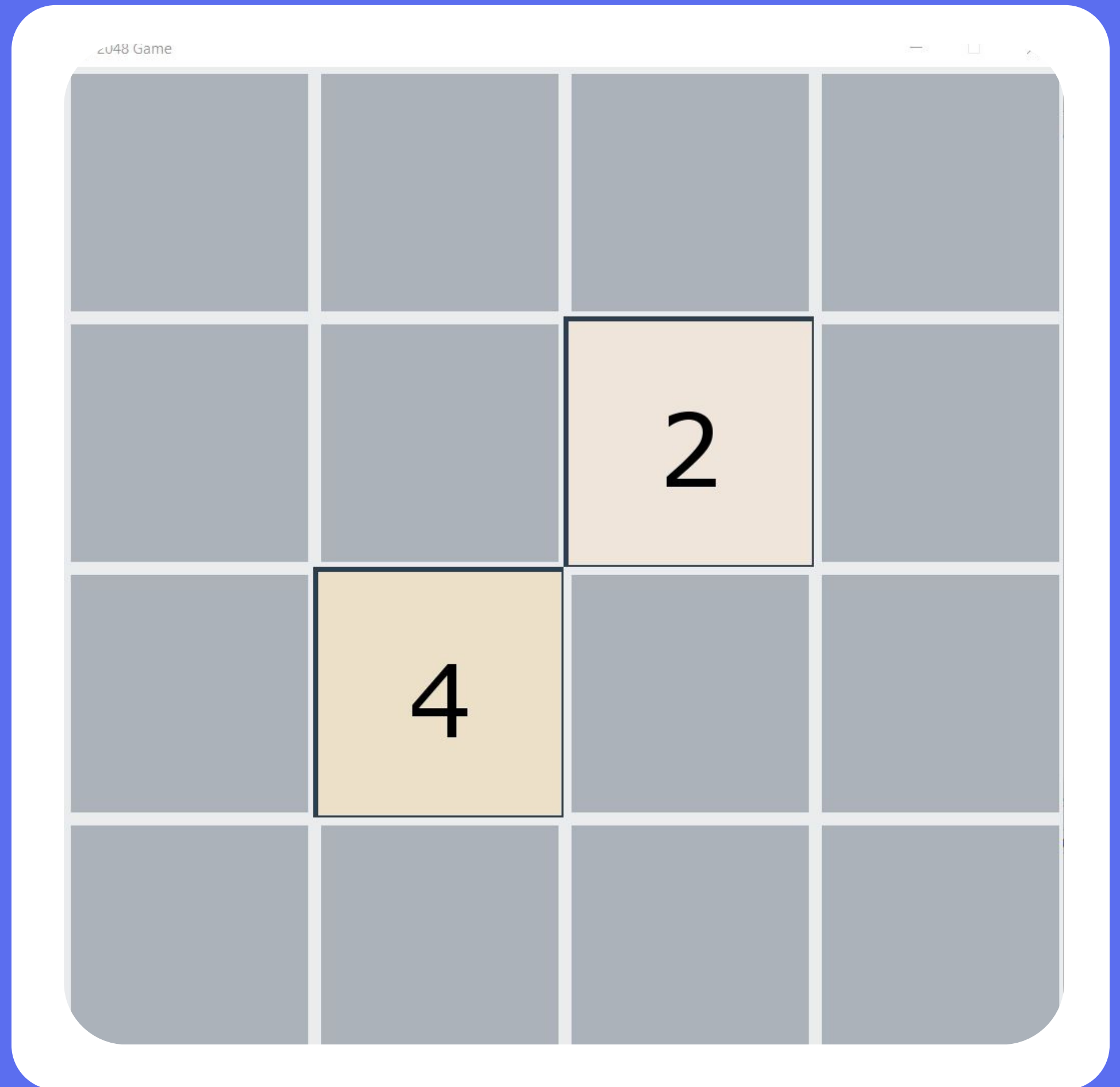


Game Mechanics



- Different values cannot be added together. Values can be summed when the same values are superimposed.
- The game is single player.
- The playing field consists of a 4 by 4 square area.
- The game ends when there is no value to move and no value to collect.
- You can direct the playing field with the w, a, s, d keys on the keyboard.
- Press r to restart the game.
- As a result of each move, new values are added to the playing field. These values can be 2 or 4.

An Example Game Moment



**Are You
Ready To
Play?**



The Basic Moves

Up(W)

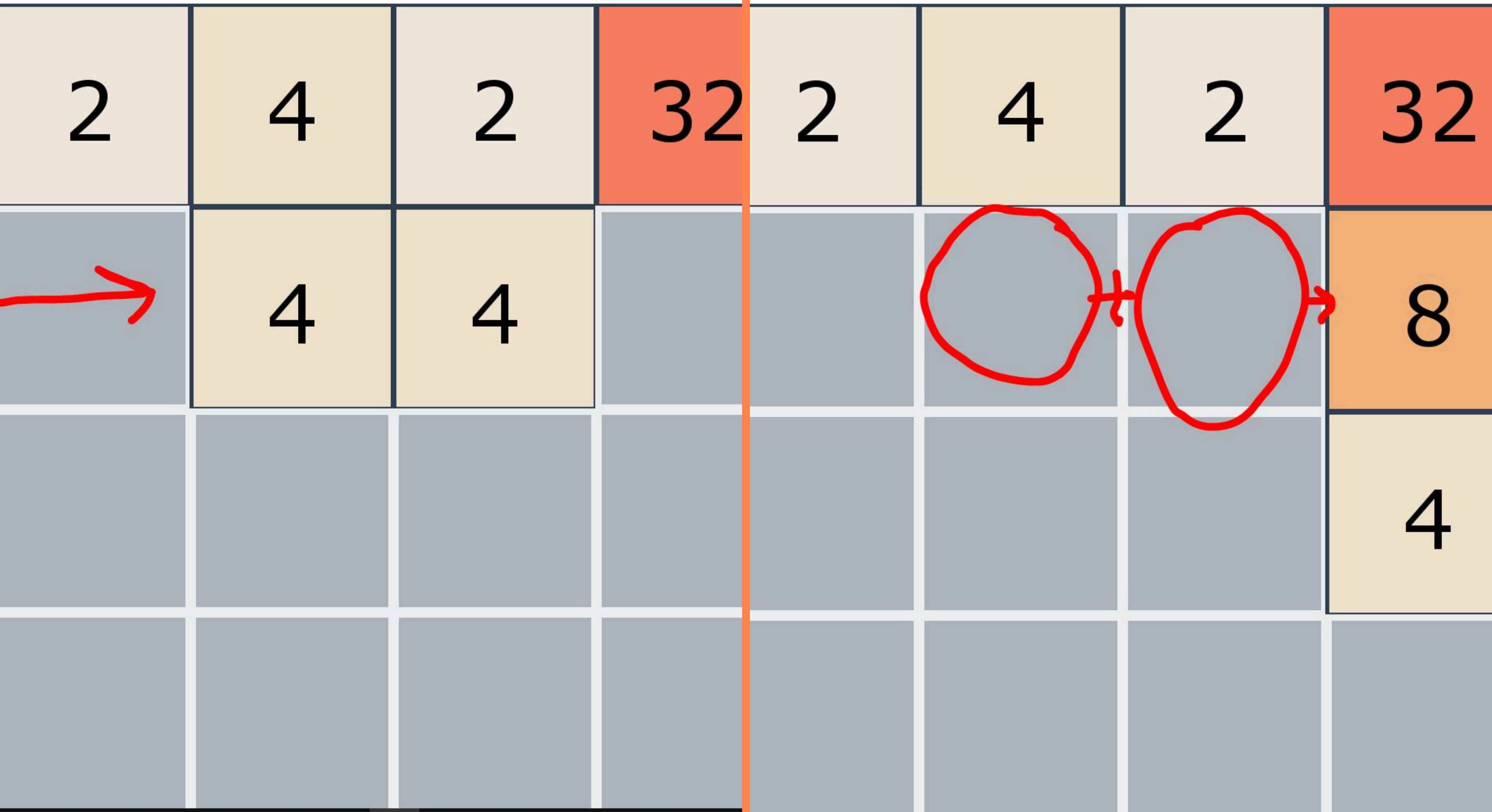
Down(S)

Right(D)

Left(A)

Refresh Game(R)





2	4	8	64
		4	8
			4
			4

	2		
		8	64
2	4	4	16



Isn't it
easy?



**Let's Look
At Some
Code**



Class

Main : General Form properties are defined. The playground is refreshed and the game components are initialized there.

Game: Control of newly created values and determination of render properties for their processing. Movement control of the player.

Keyboard: Monitoring and transmission of keyboard keys.

GameObject: Informing the colors and properties of the new areas in line with the values formed. Area control.

Renderer: Rendering of background and game are.

Sprite: Rendering of game objects.



```
java.awt.*;
```

```
java.awt.image.*;
```

```
import java.awt.Graphics2D;
```

```
javax.swing.*;
```

```
import java.util.*;
```

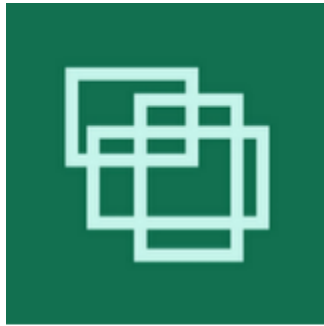
```
java.awt.event.*;
```



**The Continuation
Will Be Explained
Through The Code.**



Game Resource Pages



Programming to inspire

I am a young programmer, that wants to inspire people to improve their skills and life

 YouTube



Build Apps With Paulo

Building mobile apps is one of the most fulfilling skills I have ever learned. My name is Paulo Dichone, a professional instructor and developer living in Spokane, WA, with over 10 years of knowledge to spread. This channel is dedicated to teaching you ho...

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<https://tr.birmiss.com/2048-oyun-kurallari-ve-ozellikleri-nasil-oynanir/>



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**Thanks For
Listening.**