Project Proposal

Class: DATS 6450 - Computer Science Foundation
Project: 2048 Game
Date: 11/13/2023
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Background

The 2048 game has gained widespread popularity as an engaging and challenging puzzle game. It offers a combination of strategy and logical thinking, making it an excellent project for developing programming skills. By implementing a 2048 game in Python, we aim to enhance our coding abilities, learn about game development, and collaborate on a practical project.

Introduction

Our project is about creating a Python-based implementation of the 2048 game. This game requires users to slide numbered tiles on a 4x4 grid, combining them strategically to reach the coveted tile with the number 2048. The implementation will involve coding the game mechanics, creating a graphical user interface (GUI), and incorporating features that enhance the user experience. This project serves as an excellent opportunity to apply programming concepts, algorithmic thinking, and teamwork. This product is expected to be finished before Dec 5th 2023, with regular updates on progress.

Team Meeting mode

1. Weekly Synchronous Meetings: Conduct regular virtual meetings, preferably weekly, to discuss project progress, challenges, and upcoming tasks. This will help team members stay aligned with project goals and provide an opportunity for real-time problem-solving.

2. Communication Platform: Utilize a dedicated communication platform (e.g., Slack, Microsoft Teams) for day-to-day interactions, quick updates, and issue tracking. This ensures a centralized and easily accessible space for team discussions.

3. Code Review Sessions: Organize regular code review sessions to ensure code quality, share knowledge, and address any potential issues. This promotes a collaborative coding environment and helps in maintaining a consistent coding style.

GitHub Repository

https://github.com/Laisouchiu/CS-Foundation-Project