

CUSTOM GAME LANGUAGE

Description

The custom game is similar to 2048(game) but has additional features like instead of just adding the same values in move we can subtract/multiply/divide. This can be specified in the command while playing the game. Additionally we can also give variable names to the tile and when the tiles merge the names of the tile also merge. We can also assign value to any tile in the 4 by 4 matrix using a custom command.

KEYWORDS:

ADD
SUBTRACT
MULTIPLY
DIVIDE
LEFT
UP
RIGHT
DOWN
ASSIGN
TO
VAR
IS
VALUE
IN

Commands:

ADD LEFT/RIGHT/UP/DOWN.

This command Pushes the values to the left, right, up or down based on the command and the same value tiles are added, subtracted etc. If a full stop is not mentioned the parser recognizes the mistake.

ASSIGN <value> TO <row_num>,<col_num>.

Assigns the specified value to the mentioned coordinates tile. In case the tile coordinates are out of bound an error message mentioning the same is issued. Value is the value to be assigned. Row_num and col_num are the row and column numbers.

SUBTRACT LEFT/RIGHT/UP/DOWN.

Similar to add the values are subtracted if the same tile values meet in the movement of tiles. The same is applicable for others like multiply, divide.

<row_num>,<col_num> IS <var_name>.

Command assigns the var_name to the tile. In case the var_name is specified as a keyword the interpreter recognizes and displays an error message informing the use of a keyword. Here the row_num and col_num are the coordinates of the tile.

VALUE IN <row_num>,<col_num>.

Output's the value in the specified tile. Eg: VALUE IN 1,2.