



**BINUS UNIVERSITY**

**BINUS INTERNATIONAL**

OOP  
Final Project  
2048 Game

**Student Information:**

**Name:** Wilbert Wirawan Ichwan

**NIM:** 2501963186

**Course Code :** COMP6699001

**Course Name :** OOP

**Class:** L2CC

**Lecturer:** Jude Joseph Lamug Martinez, MCS

## **Project Specification**

- **Objective**

The sole objective for my project is to create a game that is fun for everyone to play. The game is very simple and suitable for all ages to play.

- **Description**

I recreated a game called “2048”. 2048 is a single-player puzzle video game. The entire objective of the game is just to combine blocks by moving them up, down, left, or right until it becomes 2048. It is somewhat of a puzzle game where you would need to think about your move carefully or else you would fail the game. You fail by filling the 4x4 box with numbers and you don’t have a move that you can do. The numbers are the power of two, so they are (2, 4, 8, 16, 32, 64, 128, 256, 512, 1024, 2048).

- **The Modules used**

For this project I used multiple modules. I used Canvas, a canvas component represents a blank rectangular area of the screen onto which the application can draw or from which the application can trap input events from the user. I used Dimension, The Dimension class encapsulates the width and height of a component (in integer precision) in a single object. The class is associated with certain properties of components. Several methods defined by the Component class and the LayoutManager interface return a Dimension object.

## **Project Design**

I have files for this project:

- 1.
- 2.
- 3.
- 4.

**1.**

.

**2.**

**3.**

**4.**

**5. The Resources (Images and Sounds)**