**User Story**

Set Up

1//When the user loads the page the score and personal best will be set to zero.

2//On the board two number two tiles will appear randomly on the 4X4 board.

3//As the user combines the tiles together the sum of those two numbers will be added to the score. So if score = 128 and two number 4 tiles have been combined then your score will be 132.

Game Play

1// The user will use the arrow keys to move all of the tiles either left, right, up, or down within the grid. The user can additionally use the “W.A.S.D” keys to also move the tiles as well.

2//The user can only move left, right, up, or down as long as that column or row is not filled up.

3//When two tiles of the same number hit each other, those two numbers will add together. For example 2+2=4, 4+4=8, 8+8=16, etc.

4//When the user makes a move an additional number two tile will appear randomly on the grid

Game Play (IF winner)

1//The goal of the game is to combine numbers of the same tile together till you reach the number 2048

2//When this happens a “Winner” tile will appear on the board as well as a continue button.

5//When continue button is pressed the user can continue combining tiles together for an even higher number

Game Play (If Loser)

1//If the grid is completely filled up with numbers and the number 2048 has not been reached the player won’t be able to make any additional moves. The same process will happen even if 2048 has already been reached.

2//A Game Over text will appear across the board and the reset button will change colors.

3//When reset button is clicked the total score from your previous game will show up in the best window

4//The board will reset and there will be two numbered two tiles just like when the user loads the page

5//The user then will repeat steps 1-3 in the Game Play