

## **Project Specification**

This project is about developing a 2048 game based on WPF(Windows Presentation Foundation) technology and main programming languages are C# and XAML. Basically the primary goal for this project is to imitate original version of 2048 mobile game.

### **Program Features:**

Once the game is started, user can use the arrow keys(left, up, right, down) to control grids. Each grid can be null or a value. If two grids have the same value and they are on the same direction(vertical/horizontal), when they're moved along the direction. These two grids are merged into one grid and the value is doubled.

Every time user makes action, one more grid will be activated with a value. If there is no more empty grid, game is over.

If the user regrets the last decision, he/she can press the BACK button. Then the game can get back to last step. It would increase the error-tolerant rate and make the game easier than original

version.

User can restart the game anytime by pressing RESTART button.

Then all past steps are cleared.

This specification is a prototype, there might be difference or more functions after complete development :)