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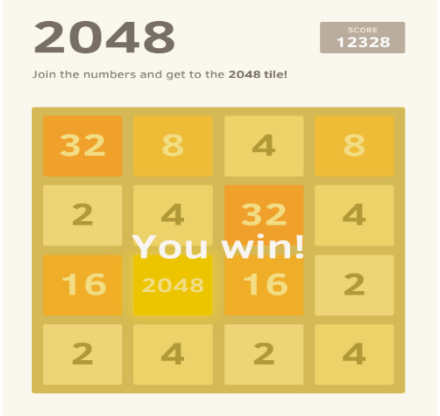
2048 Game (AI – MiniMax)

- This is a **game solver** that attempts to solve the **game 2048** by achieving a **2048 tile** while maximizing the **efficiency** and **success rate** and minimizing the **number of moves**.
- **Prolog Engine**: is responsible for:
  - Taking the start position of 2048.
  - Apply the search algorithm to get the path. This algorithm should be implemented in prolog.
  - To avoid out of stack in this problem I use limit depth search.
  - The results (all moves) are sent back to the user and print it in a **brilliant GUI.**



- The game is solved using Prolog as backend and Java GUI as frontend.
- The technique used to solve it is the Minimax Algorithm.
- You have to install **SWI-Prolog** from this link in order to let the engine works, then follow this video to know how to **link** prolog engine with Java (NetBeans) using the **JPL** library.