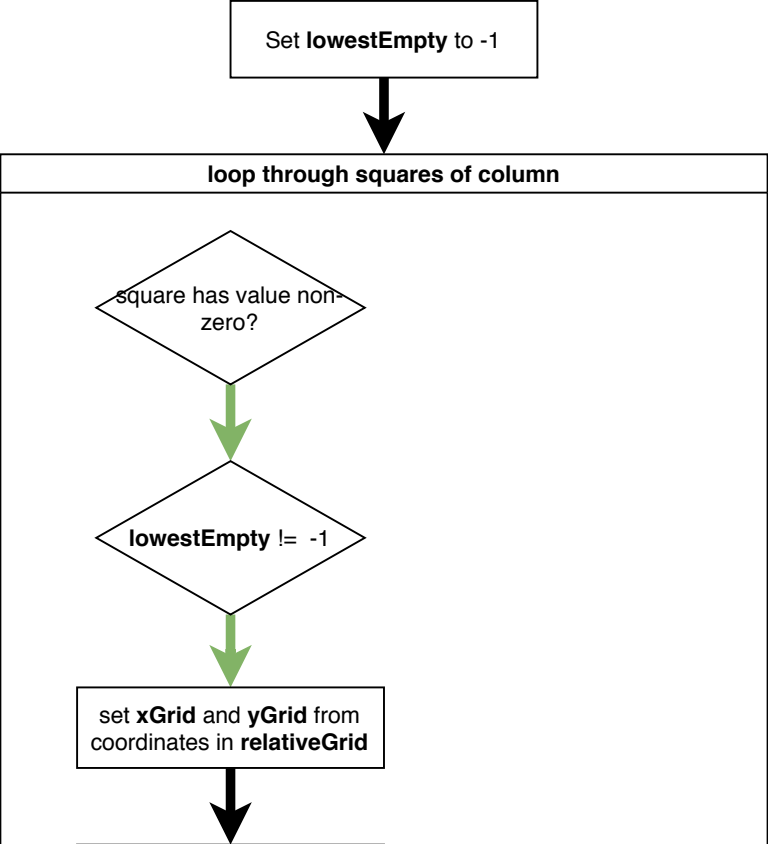
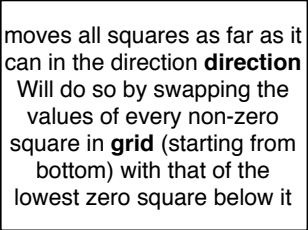
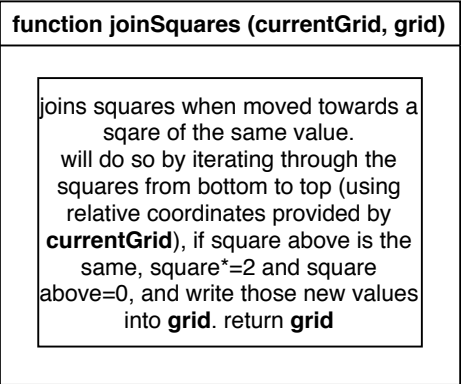
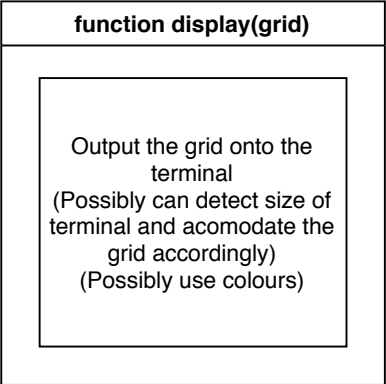
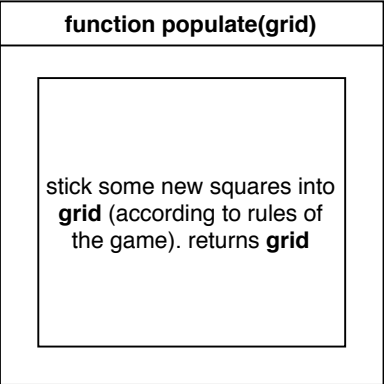
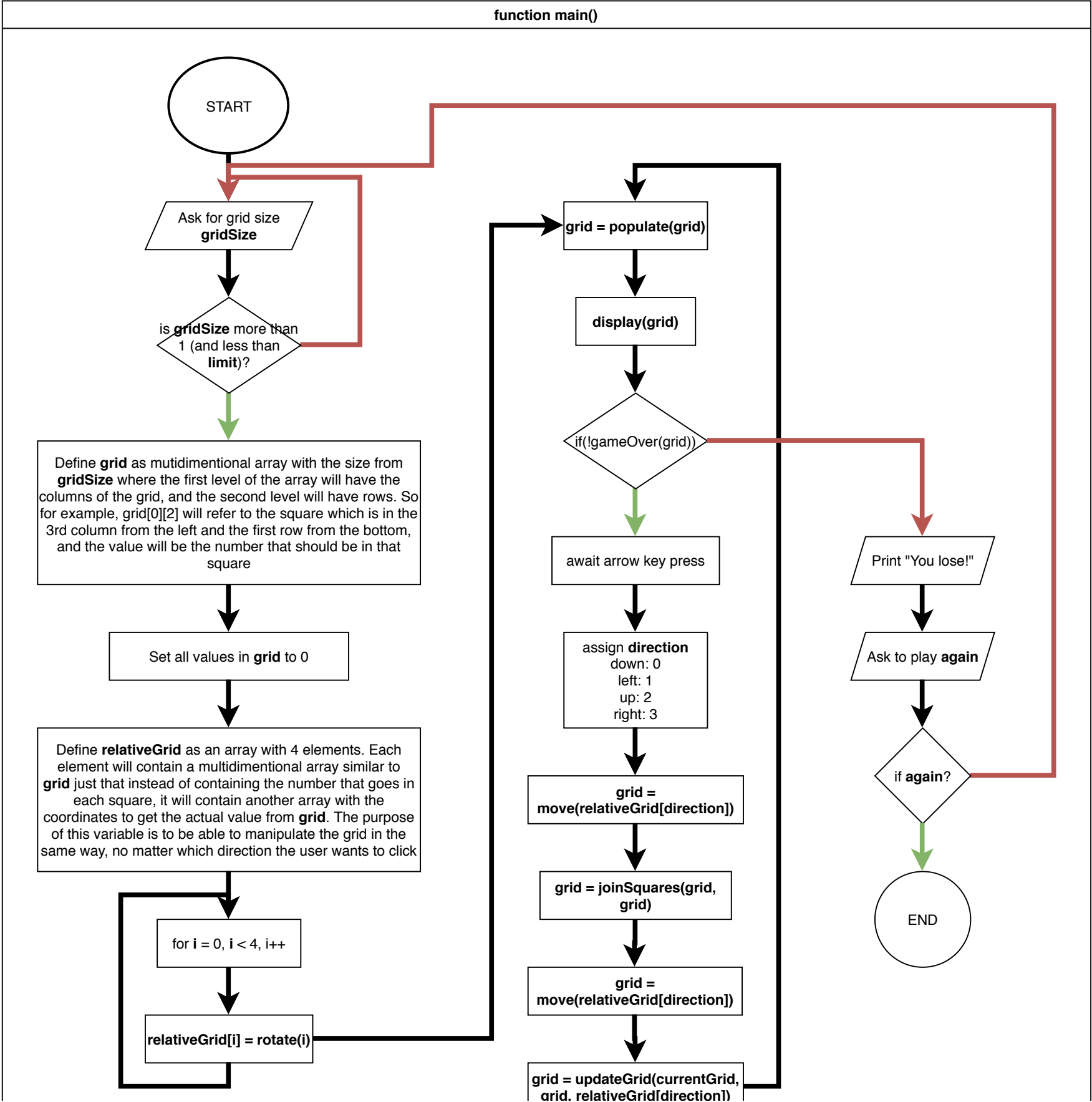


2048 Flowchart - Created with [draw.io](#)



function updateGrid (currentGrid, grid, relativeGrid)

uses coordinates from **currentGrid** to get values
from **grid** and assign them to **newGrid** taking
corresponding coordinates from **relativeGrid**.
returns **newGrid**

function gameOver(grid)

if empty squares in **grid**,
return false.
if any 2 adjacent squares in
grid are the same, return
false.
return true

grid[xGrid][lowestEmpty] = grid[xGrid][yGrid]

grid[xGrid][lowestEmpty] =
grid[xGrid][yGrid]



grid[xGrid][yGrid] = 0



lowestEmpty++

