

# Term Project Notification

2048 Game

Programming Practice - SNU

# Introduction

- 2048 is an easy and fun puzzle game.
- It is played on a 4x4 grid using the arrows or W, A, S, D keys alternatively.
- Every time you press a key - all tiles slide.
- When two tiles with the same number touch, they **merge into one!**

# References

- In [1], You can find a implementation of 2048 game in the C programming language.
- But you might face some challenges by escape codes which look like `\033[2J`, `\033[m` ... extra.
- There are list of essential terminal control codes and effects in [2] and more details in [3].

- [1] <https://raw.githubusercontent.com/mevdschee/2048.c/master/2048.c>
- [2] <https://student.cs.uwaterloo.ca/~cs452/terminal.html>
- [3] [https://en.wikipedia.org/wiki/ANSI\\_escape\\_code](https://en.wikipedia.org/wiki/ANSI_escape_code)

# Conclusion

- Make a your own program, more than just copy & paste.
- Project deadline is December 10th.
- The perfect score for the project is 50.
- It should be executable in Linux. (repl.it)[Ubuntu 18.04]
- File : game.c Zip : studentid\_name.zip(2020-99999\_홍길동)
- More details will be discussed during the practice class.