

*2048*

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## Members

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| --- | --- |
| ***Team member*** | ***Role in the team*** |
| Beloslava Ileva | Scrum trainer |
| Gabriela Badalova | Front-end developer |
| Kaloyan Kolev | Back-end developer |
| Emanuela Mancheva | Designer |
| Irina Dimova | 9A |

## Realization steps

|  |  |
| --- | --- |
| 1. Idea | We created our version of the popular 2048 Game. |
| 2. Design | We created the design of our project using Figma and Canva for the logo. |
| 3.The process of creating the game | We talked everyday with our mentor and everyone worked equally. Every time someone had a problem the others helped. We used Microsoft Teams for communication and GitHub to commit changes of the code. |
| 4. Presentation & Documentation | We created the documentation using Microsoft Word and for the presentation we used PowerPoint. |

## Used technologies

|  |  |
| --- | --- |
| 1. Languages | We used C++. |
| 2. Documents tools | We used MS PowerPoint & Microsoft Word. |
| 3.Design Tools | We used Figma for the design and Canva for our logo. |

## Block scheme

Restart or Exit

Restart or Exit

Restart or Exit

Restart or Exit

Restart or Exit

Restart or Exit

Restart or Exit

Restart or Exit

Lose Condition (No moves left)

Lose Condition (No moves left)

Lose Condition (No moves left)

Lose Condition (No moves left)

Lose Condition (No moves left)

Lose Condition (No moves left)

Lose Condition (No moves left)

Lose Condition (No moves left)

Win Condition (The 2048 reached)

Win Condition (The 2048 reached)

Win Condition (The 2048 reached)

Win Condition (The 2048 reached)

Win Condition (The 2048 reached)

Win Condition (The 2048 reached)

Win Condition (The 2048 reached)

Win Condition (The 2048 reached)

Add New Tile

Add New Tile

Add New Tile

Add New Tile

Add New Tile

Add New Tile

Add New Tile

Add New Tile

Move and Merge tiles

Move and Merge tiles

Move and Merge tiles

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Input Detection

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