

# Individual Contribution for the project Game 2048

The source code is taken from [github.com/bulenkov/2048](https://github.com/bulenkov/2048) and then modified and upgraded by our team Heart Hunters in Monster Kingdom (HHMK).

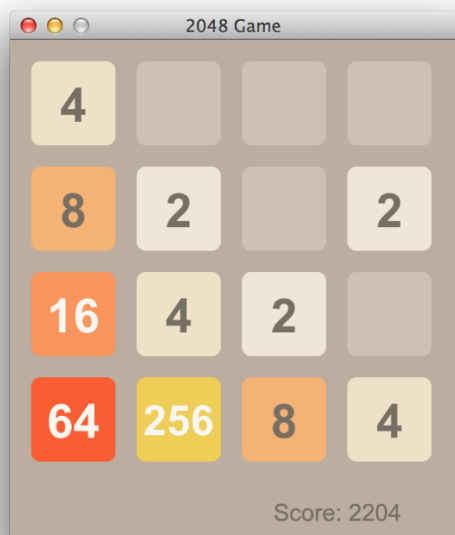


Figure 1: Original Version

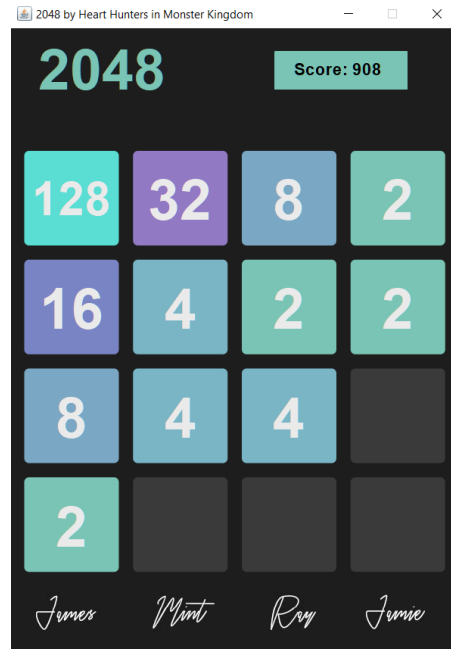


Figure 2: Modified and Upgraded Version

Class Tile:

- modified by Minh and Hue

Class Game2048:

- `left()`: modified by Hieu
- `drawTile()`: modified by Hue and Minh
- other small modifications in this class by Hieu, Minh and Hue

Class MovableObstacle:

- Idea: Hieu, Minh, Hue
- `add()`: created by Minh and Hue

- `killObstacle()`: created by Minh and Hue
- `moveLineMovableObstacle()`: created by Hieu
- `mergeLineMovableObstacle()`: created by Hieu

Class FixedObsatcle:

- Idea: Hieu and Minh
- Created by: Hieu

Menu:

- Created by: Khanh

ResourceLoader:

- Created by: Hue

Other tasks:

- Game Design Document: Hue, Hieu and Khanh
- Presentation slides: Minh
- Creating executable file and game installer: Hue
- User Guide, Installation Guide: Hue
- Icon Design: Minh
- Debugging: All members