Final Project Proposal
2048 Mania

This final project would be a modded clone of the 2048 game. We will be adding different game modes like varying grid sizes and goals, and perhaps a reversed 2048 game where the win condition is to fill up the board before you reach a certain number. The game will end when you reach the specified number or you run out of possible moves. There would also be a colorful display to further enhance the game experience. The layout of the project would consist of the game itself, the current score, and the best score.

The tentative product development plan would consist of first making a basic game, then one with more quality of life features, and lastly one with more optional features.

One additional idea that could be implemented into the game would be to play against another player via WebSockets or some other protocol. Though this may go beyond the scope of our curriculum, this is something cool that we can pursue once we are done with the goals listed above.

We can also implement several challenge levels that require the player to reach a certain score or number in a certain amount of time.