Deejay Castillo

Design Document

Game: 2048
Target Device: PC
Objective:

The objective of this game is to reach tile 2048. How? To do this you must merge the same tile together which will add the numbers together.

You will start with a number 2, or rarely but possible with number 4. Having a 2 or 4 randomly appear on a tile after pressing a key (Up, Down, Left or Right). When joining number 2 with another 2, it will become number 4 tile. You must keep on doing this will you get till tile 2048.
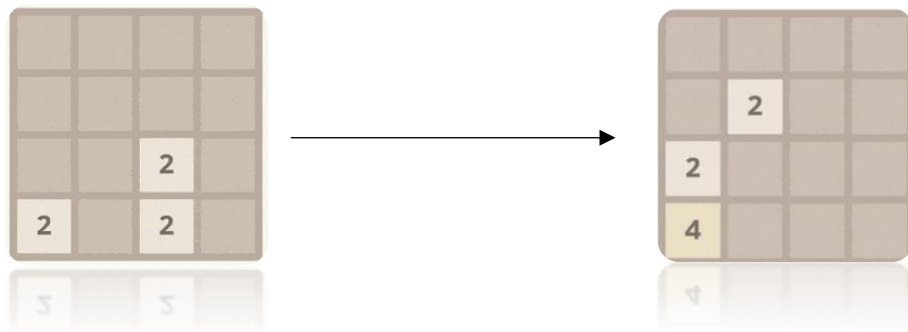
While playing you will notice that the tiles will get crowded therefore there is a possibility that one will have no more available moves, when this happens the Game over Screen will pop out, giving you the option to start again.

Upon pressing Try again, the window will reset itself having to start over again. On the top it will display the High score and the Current Score. Also, a button which would give you the ability to start over.
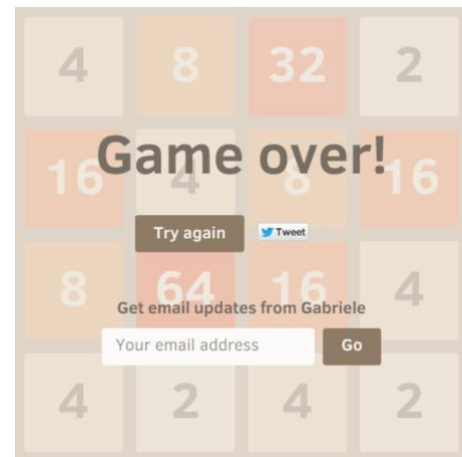
Game Mechanic

The main mechanic of this game is to move the tiles up down left and right so that you could merge the tiles together.

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UI Components

Having one screen with more text than graphics I will be using the below components

- Canvas
- Panels
- Text
- Button
- Image

The one thing that I will be using a lot is the Text. Apart from having text used for giving out instructions and prompting messages, the number on the tile will be a text which will be changed according if it merges or not.

Game Scenes

As for the Scene, there is pretty much one scene apart from having the tiles placed in different places.