1. Largest Val to a corner
   1. Stay in that corner.
2. Choose two directions to keep largest value in chosen corner.
   1. Prioritize
      1. Filing a row to open a third possible direction.
      2. Merging block to open more space.
      3. Merge large blocks
3. If you cannot move in 3 directions from above…
   1. Move in fourth but try to move as follow rule 1

The heuristic Implementation

* The board 2d array will simulate moves and make a decision based on some “basic” rules.
  + First round move down
  + Second to the left

Rules

* + If a move results in a creating more space, make it.
    - Aka move to merge the most tiles.
  + A move is made to merge large numbers.

Questions

When faced with the decision should I choose?

* + Large numbers
  + Number of tiles