COMP 204 PROGRAMMING STUDIO COURSE PROJECT PLANNING FORM

DEPARTMENT OF COMPUTER ENGINEERING

Project Name

Provide the title of your project.

Tetris 2048

Project Summary (Abstract)

Briefly explain your project. Max 300 words, i.e., half-page.

Tetris and 2048 are both popular puzzle video games. Tetris is a classic tile-matching game where the player manipulates falling blocks called Tetrominos to create horizontal lines without gaps. 2048 is a relatively newer puzzle game. The player must slide numbered tiles around to combine them and create a tile with the number 2048. Hence, we combined these two games called “Tetris 2048” in Java using the stdDraw library. This report aims to demonstrate the methods utilized to create the game, explain them in detail, and Show the accomplishments that this Project has provided.

Keywords

Provide at least three keywords.

Tetrominoes, StdDraw, puzzle.

Hardware and Software Requirements

Provide hardware and software requirements as a list. Briefly provide explanations.

- RAM at least 128 MB.
- Disk Space : 124 MB for JRE, 2 MB for Java Update.
- Standard Draw of software part.

Project Tasks, Time Plan and Deliverables

Provide information for the project tasks, e.g., title of the task, dates, and deliverables. For each deliverable, provide evaluation criteria and objectives. Provide Gantt chart after the table.

Task	Start Date Due Date	Deliverable	Evaluation Criteria	Objective
Assignment of the project with base code.	21/03/2023 23/04/2023	Combine base codes	Combine base codes together.	Understanding how the code is working and what code is doing.
Design and implement Tetris 2048.	21/03/2023 23/04/2023	Testing and writing the algorithm	Develop the given base code with other methods and combine with 2048.	Making a game called "Tetris 2048" with all possibilities
The report and The presentation	21/04/2023 23/04/2023	Writing clearly in documents	Adding UML class diagrams and showing code is working with the screenshoots	Writing what we did in the code. And preparing presentation for demo.

Gaming Applications Analysis		Completed	21/03/2023
Coding algorithm in JAVA		Completed	04/04/2023
Testing and analyzing the results		Completed	23/04/2023

Project Team and Authority Information

Provide proposal date, semester info and signatures.

Proposal Date	23/04/2023
Academic Term of Project Delivery	2022-2023, Spring semester
Project Team Members	Berk Şen, 041905011, Department of Mechanical Engineering İdil Mergan, 042101007, Department of Computer Engineering Nesibe Ayşe Alataş, 042101129, Department of Computer Engineering Nil Dinçer, 042201171, Department of Computer Engineering
Instructor(s)	Prof. Dr. Muhittin Gökmen Mustafa Ersen Ayşenaz Ezgi Ergin