

```
hsh::CodeLadyJJY::game2048  
::SceneDelegate
```

```
# goal  
# current_number  
# inner_gamescore  
# is_given_up  
# is_fail_game
```

```
+ SceneDelegate()  
+ setGoal()  
+ getGoal()  
+ resetCurrentNumber()  
+ resetAllVar()  
+ getCurrentNumber()  
+ setCurrentNumber()  
+ getInnerGameScore()  
+ resetInnerGameScore()  
+ setInnerGameScore()  
그리고 6개 더...  
+ getInstance()  
+ getGoal()  
+ getRandomGoal()  
# initCls()
```