

CodeLadyJJY::game2048 ::ĠameŠcene

- m sound clear - m score

- m x - m y

- m startmove

- map

- dir isMove

GameColor

 allCard game goal - max_blk_number

 tileWidth - tileBorderWidth

+ setGameGoal()

+ getGameGoal() + getCurrentBlockNumber() + checkSufficingGameGoal()

+ init()

+ menuCallBack() + menuCallBack2() + CREATE FUNC()

+ createScene() newTile() moveAllTile()

- checkMaxNumber() moveUp()

moveRight() moveLeft() calcScore()

moveDown()

giveupgame()

- setFailGameState() showGameOver()