Introduction

The primary goal of our project is to extend the existing 2048 game which is a touch based game app and implement the same as a gesture based game app. The game is would the gyroscope sensors on the user’s smartphones to recognize the direction in which the user wants to add up the numbers to achieve the target of 2048.

The game would record all the user moves and the plan with which the user tries to solve the 2048 and would calculate the predictability of the user moves and the risk taking factor of the user.

The plan is to

Project goal and Objective

The main objective is drawing a sketch of the user mentality on how does he/she treats a problem. How safe sided is the approach taken or how conventional is the problem solving technique. The game would give out a report with all these calculations of the predictability of user’s move on the basis of previous move.

For this to achieve we first have to train our system by taking different sample players and ask them to play the game and try to solve it completely. This would be primary data for our machine learning algorithm. We plan on training the system with at least 10-20 players playing the game at least 5-10 times to capture as many possible cases in between the game that different people could take different ways around it.

On top of this data we would define a set of rules and trends to define a person’s mentality depending on the stage at which the player is making the move. We are considering the level as well in which the move is being made cause in the earlier stages of the game it is quite simple to add up the numbers and the plan of any player would show his own mark when compare to others from a particular stage of the game.

Proposed System:

Functional:

Google Play https://play.google.com/store/apps/details?id=com.digiplex.game