2048 game(4x4)

2048 is played on a 4x4 grid, with numbered tiles that slide smoothly when a player moves them using

the four arrow keys. Every turn, a new tile will randomly appear in an empty spot on the board with a

value of either 2 or 4. Tiles slide as far as possible in the chosen direction until they are stopped by either

another tile or the edge of the grid. If two tiles of the same number collide while moving, they will merge

into a tile with the total value of the two tiles that collided. The resulting tile cannot merge with another

Following the output of the assignment

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