# Q1—2048 Game Styling

I'm sure all of us have played this game when we were bored. Let's learn to design it! Some of the styles have already been applied for you.

1.

    Start by targeting the `game-board`

2.

    - The game board should have a `grid` layout with `4 columns` each taking up `1 fraction` of space.

    - Give a `10px` gap among these elements

    - Give a background colour of `#bfa075` and make the corners rounded by `5px`

    - Give a spacing of `10px` on all four sides and have a top margin of `20px`

3.

    Select the `tile` class and add the following styles

4.

    - Give a `flexbox` layout to tile.

    - Bring the digits to the center both `horizontally` and `vertically` by using the respective flexbox `properties`.

    - The tiles should have a background colour of `#feb34a` and have corners rounded by `5px`

    - The digits must be of size `24px`, of colour `#fff` and `bold`

    - The height of the tile must be `80px`

5.

    The text that display the score should be of `18px` and have a top margin of `20px`

6.

    Now finally let's style the "New Game" `button`

7.

- The button should have a background colour of `#80756a` and the text inside should be of `#fff` colour

- Remove the default `border` around the button and instead make the corners rounded by `5px`

- It should have top & bottom padding of `10px` and left and right padding of `20px`

- It should have a top margin of `20px`

- It have a font size of `16px`

- When a cursor is over the button, the cursor should turn into a `pointer`

Output ⌄⌃

# Let's Play

| 2 | 0 | 4 | 8 |

Score: 0

New Game