<!DOCTTYPE html>

<html>

<head>

<title>Solitaire 2048</title>

<link rel="stylesheet" href="style.css" type="text/css">

</head>

<body>

<div id="score"></div>

<div class="board">

<div class="col" id="satu">1</div>

<div class="col" id="dua">2</div>

<div class="col" id="tiga">3</div>

<div class="col" id="empat">4</div>

<div class="batas"></div>

<div id="pack"></div>

<div id="onhand"></div>

<div id="remove">

<p style="font-size: 20px; background-color: red;">X</p>

<p style="font-size: 15px">DISCARD</p>

<p style="font-size: 20px; background-color: red;">X</p>

</div>

</div>

<script src="script.js" type="text/javascript"></script>

</body>

</html>

window.onload= generateCard();

window.onload= diTangan();

document.addEventListener("keydown", moveCard, false);

var scoreboard= document.getElementById("score");

var score= 0,ctrwin= 0;

function getScore() {

scoreboard.innerHTML= score;

}

function generateCard() {

var arrNumb= [2,4,8,16,32,64];

var r= Math.floor(Math.random()\*6);

var value= arrNumb[r];

var pack= document.getElementById("pack");

var card= document.createElement("DIV");

card.innerHTML= value;

card.className= "card";

card.style.marginTop= "50px";

card.style.marginLeft= "25px";

color(value, card);

pack.appendChild(card);

}

function color(value, card) {

if (value == 2) {

card.style.backgroundColor= "gold";

}else if (value == 4) {

card.style.backgroundColor= "orange";

}else if (value == 8) {

card.style.backgroundColor= "darkorange";

}else if (value == 16) {

card.style.backgroundColor= "red";

}else if (value == 32) {

card.style.backgroundColor= "lightgreen";

}else if (value == 64) {

card.style.backgroundColor= "violet";

}else if(value == 128) {

card.style.backgroundColor= "hotpink";

}else if(value == 256) {

card.style.backgroundColor= "green";

}else if(value == 512) {

card.style.backgroundColor= "salmon";

}else if(value == 1024) {

card.style.backgroundColor= "blue";

}else if(value == 2048) {

card.style.backgroundColor= "lightpink";

}

}

function diTangan() {

var pack= document.getElementById("pack");

var onhand= document.getElementById("onhand");

var card= pack.firstChild;

onhand.appendChild(card);

pack.innerHTML= "";

generateCard();

}

function moveCard(e) {

var key= e.key;

if (key=="1") {

if (firstCol()==false) {

diTangan();

}

gameOver();

}else if(key=="2") {

if (secondCol()==false) {

diTangan();

}

gameOver();

}else if(key=="3") {

if (thirdCol()==false) {

diTangan();

}

gameOver();

}else if(key=="4") {

if (fourthCol()==false) {

diTangan();

}

gameOver();

}else if(key=="x" || key=="X") {

remove();

diTangan();

}

}

var top1= 0;

function firstCol() {

var onhand= document.getElementById("onhand");

var first= document.getElementById("satu");

var size= first.children.length;

if (size<11) {

var card= onhand.firstChild;

var recurr= (4\*size)+1;

card.id= "div"+(4\*size+1);

card.style.marginTop= top1+"px";

card.style.marginLeft= "25px";

first.appendChild(card);

onhand.innerHTML= "";

inOne(recurr);

generateCard();

top1+= 25;

return false;

}else {

return true;

}

}

var top2= 0;

function secondCol() {

var onhand= document.getElementById("onhand");

var second= document.getElementById("dua");

var size= second.children.length;

if (size<11) {

var card= onhand.firstChild;

var recurr= (4\*size)+2;

card.id= "div"+(4\*size+2);

card.style.marginTop= top2+"px";

card.style.marginLeft= "25px";

second.appendChild(card);

onhand.innerHTML= "";

inOne(recurr);

generateCard();

top2+= 25;

return false;

}else {

return true;

}

}

var top3= 0;

function thirdCol() {

var onhand= document.getElementById("onhand");

var third= document.getElementById("tiga");

var size= third.children.length;

if (size<11) {

var card= onhand.firstChild;

var recurr= (4\*size)+3;

card.id= "div"+(4\*size+3);

card.style.marginTop= top3+"px";

card.style.marginLeft= "25px";

third.appendChild(card);

onhand.innerHTML= "";

inOne(recurr);

generateCard();

top3+= 25;

return false;

}else {

return true;

}

}

var top4= 0;

function fourthCol() {

var onhand= document.getElementById("onhand");

var fourth= document.getElementById("empat");

var size= fourth.children.length;

if (size<11) {

var card= onhand.firstChild;

var recurr= (4\*size)+4;

card.id= "div"+(4\*size+4);

card.style.marginTop= top4+"px";

card.style.marginLeft= "25px";

fourth.appendChild(card);

onhand.innerHTML= "";

inOne(recurr);

generateCard();

top4+= 25;

return false;

}else {

return true;

}

}

function remove() {

var pack= document.getElementById("pack");

var nextcard= pack.firstChild.innerHTML;

var onhand= document.getElementById("onhand");

var currcard= onhand.firstChild;

onhand.removeChild(currcard);

generateCard();

alert("Card removed!"+"\n"+

"Next card is "+nextcard);

}

function inOne(idx) {

if (idx==1 || idx==2 || idx==3 || idx==4) {

return idx;

}else {

var prevcard= document.getElementById("div"+(idx-4));

var currcard= document.getElementById("div"+idx);

var parent= currcard.parentNode;

if(currcard.innerHTML==prevcard.innerHTML) {

var value1= parseInt(currcard.innerHTML);

var value2= parseInt(prevcard.innerHTML);

var newValue= value1+value2;

prevcard.innerHTML= newValue;

color(newValue, prevcard);

parent.removeChild(parent.lastChild);

if (parent == document.getElementById("satu")) {

top1-= 25;

}else if(parent == document.getElementById("dua")) {

top2-= 25;

}else if(parent == document.getElementById("tiga")) {

top3-= 25;

}else if(parent == document.getElementById("empat")) {

top4-= 25;

}

score+= newValue;

getScore();

if(newValue==2048) {

if (parent == document.getElementById("satu")) {

top1= 0;

}else if(parent == document.getElementById("dua")) {

top2= 0;

}else if(parent == document.getElementById("tiga")) {

top3= 0;

}else if(parent == document.getElementById("empat")) {

top4= 0;

}

parent.innerHTML= "";

++ctrwin;

score= score\*(2\*ctrwin);

getScore();

alert("2048 reached !!!");

}else {

return inOne(idx-4);

}

}

}

}

var sudah1= false;

var sudah2= false;

var sudah3= false;

var sudah4= false;

function gameOver() {

var satu= document.getElementById("satu").children.length;

var dua= document.getElementById("dua").children.length;

var tiga= document.getElementById("tiga").children.length;

var empat= document.getElementById("empat").children.length;

var totalCard= satu+dua+tiga+empat;

if(satu==11 && sudah1==false) {

alert("Box 1 full!");

sudah1= true;

}else if(dua==11 && sudah2==false) {

alert("Box 2 full!");

sudah2= true;

}else if(tiga==11 && sudah3==false) {

alert("Box 2 full!");

sudah3= true;

}else if(empat==11 && sudah4==false) {

alert("Box 2 full!");

sudah4= true;

}

if(totalCard==44) {

alert("Game Over!"+"\n"+

"Score: "+score);

location.reload();

}

}

.board {

background-color: black;

border: 5px solid red;

border-radius: 5px;

width: 600px;

height: 700px;

margin: auto;

}

#score {

background-color: black;

border-radius: 10px;

border: 5px solid red;

box-sizing: border-box;

width: 150px;

height: 150px;

margin-top: 200px;

margin-left: 100px;

color: white;

font-family: monospace;

font-size: 50px;

text-align: center;

float: left;

}

.col {

background-color: black;

border: 2px solid red;

box-sizing: border-box;

width: 150px;

height: 450px;

float: left;

}

.batas {

border: 1px dashed black;

box-sizing: border-box;

margin: auto;

clear: left;

}

#pack {

position: absolute;

margin-left: 100px;

}

#onhand {

position: absolute;

margin-left: 150px;

}

#remove {

background-color: black;

border-radius: 10px;

border: 3px solid white;

box-sizing: border-box;

width: 100px;

height: 150px;

margin-top: 50px;

margin-left: 350px;

text-align: center;

font-family: monospace;

color: white;

}

.card {

position: absolute;

width: 100px;

height: 150px;

border-radius: 10px;

border: 3px solid white;

box-sizing: border-box;

font-family: monospace;

font-size: 20px;

color: white;

}