STRUCTURES

STARTGAME()

INITIAL A BOARD INCLUDING 16 BOX OBJECTS

AT THE BEGINNING → NORMAL LEVEL: BORN 1 BOX

HARD LEVEL: BORN 4 BOXS

ADDTILE()

TAKE A RANDOM POSITION IN A LIST OF EMPTY BOX OBJECTS

TAKE 1 BOX OBJECT -> RANDOMLY SET ITS VALUE IS 2 OR 4

CHECKSPACE()

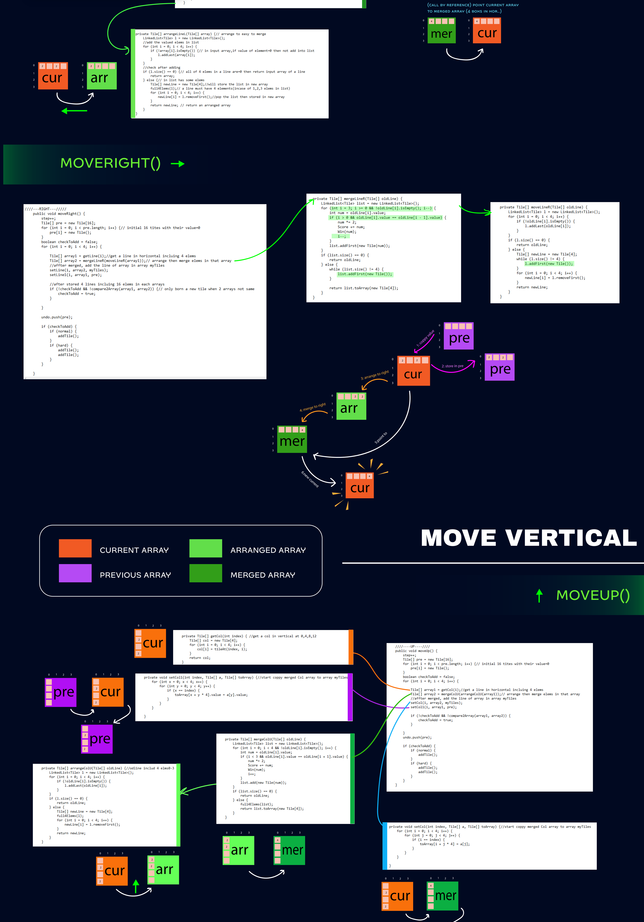
LOOP ALL OF THE BOXS OBJECTS INTO THE LIST

IF THAT BOX OBJECT IS EMPTY (ITS VALUE=0)

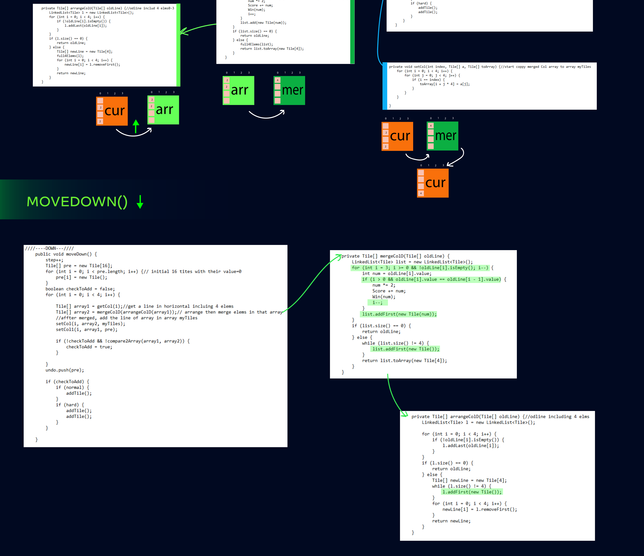
MOVE HORIZONTAL

MOVELEFT() ←

ARRAY=STORE PREVIOUS STEP



MOVERIGHT() →



MOVE VERTICAL

MOVEUP() ↑

MOVEDOWN() ↓

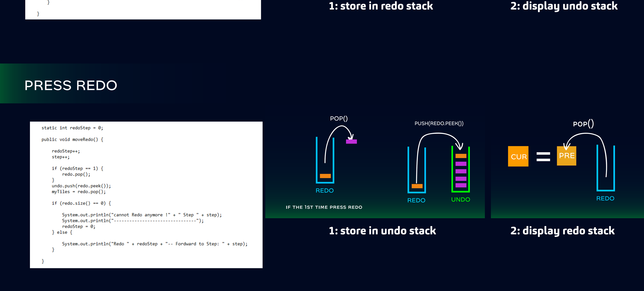
UNDO | REDO

PRESS UNDO

1: store in redo stack

2: display undo stack

PRESS REDO



1: store in undo stack

2: display redo stack