


COMP 204 PROGRAMMING STUDIO COURSE

PROJECT PLANNING FORM

DEPARTMENT OF COMPUTER ENGINEERING

Project Name

	<i>Provide the title of your project.</i>
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Tetris 2048

Project Summary (Abstract)

	<i>Briefly explain your project. Max 300 words, i.e., half-page.</i>
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This project is about mixing 2 popular games named as Tetris and 2048. This game will include properties of both games and will be mainly based on Tetris. The squares in Tetris will be randomly selected between 2 and 4, then it will progress depending on merging with another square. Player will win/lose according to reaching a point or placing a tile at the top of the grid. Other than base code, our code also has a difficulty system which when the user reaches some point, the game will speed up. This project will be handled with Java and with 4 group members each handled different aspects of the project and help each other on encountering problems.

Keywords

	<i>Provide at least three keywords.</i>
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Game, Tetris, squares.

Hardware and Software Requirements

	<i>Provide hardware and software requirements as a list. Briefly provide explanations.</i>
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- Computer with an ability to run java and it libraries.
- Keyboard to control the game mechanics.
- Java.

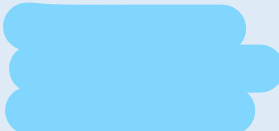
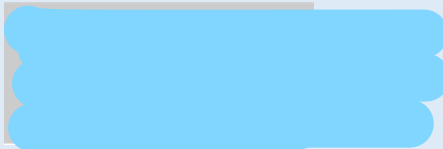
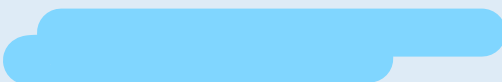
Project Tasks, Time Plan and Deliverables

	<i>Provide information for the project tasks, e.g., title of the task, dates, and deliverables. For each deliverable, provide evaluation criteria and objectives. Provide Gantt chart after the table.</i>
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Task	Start Date Due Date	Deliverable	Evaluation Criteria	Objective
Creating Tetris	03/21/2023 04/07/2023	Software prototype	Basic Tetris features with errors and bugs	It should be able to update score, rotate.
Combining 2048 with Tetris	03/30/2023 04/14/2023	Software prototype	Combination of features of 2048 with Tetris, it includes some errors and bugs	It should be able to create, merge 2048 block in Tetris 2048
Adding Extra Features/ Fixing bugs	04/09/2023 04/23/2023	Software prototype	Increasing the ability of the game, fixing errors and bugs in the main code.	Adding features as, pause/continue, restart, and increase/decrease speed, difficulty.

Project Team and Authority Information

	<i>Provide proposal date, semester info and signatures.</i>
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Proposal Date	04/23/2023
Academic Term of Project Delivery	2022-2023, Spring semester
Project Team Members	<p>Onur Keleş, 042001049, Engineering (Computer)</p> <p></p> <p>Beyzanur YILDIZ, 042101179, Engineering (Computer)</p> <p></p> <p>Mert Durgun, 042101180, Engineering (Computer)</p> <p></p>

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