



USER DRAFT MANUAL



Description of the game:

Winning criterion: Get the 2048 tile.

Losing criterion: The grid is full and no more combinations of tiles are possible

How to play: A blank 4X4 grid is provided and initially we have two tiles with numbers (either two or four) on any of the 16 tiles.

4 moves are possible: Swipe up, down, left or right.

On swiping in any direction, all the tiles with numbers collapse in that direction and if a tile collapses on an identical tile, then they merge to give a tile of twice the value. We allow only one merge at a time. For example, consider a column configuration of [2,2,4,4]. On collapsing to the left it should result in [4,8,0,0] and not [8,4,0,0].

At the end of every swipe, the computer generates a '2' tile 9 times out of 10 and a '4' tile otherwise.

The objective is to make a 2048 tile, on successively combining tiles in the manner described above.

Working of the game-

The game, as mentioned, would work with arrow keys.

1) U Key-

Whenever the up arrow key is pressed during the game, the numbers would move up till the boundary is approached, and similar numbers would add along the way. For a demonstration,

Before pressing the U key, let the grid be of this form:-

			4	2
			4	4
2	2		2	2
8	16		4	2

After pressing the arrow key, the grid would look something like:-

2	2		8	2
8	16		2	4
			4	4
2				

(Randomly generated tile containing the number 2 in this case)

2) D key-

In the newly created grid,

2	2		8	2
8	16		2	4
			4	4
2				

If we press the D key, then the grid would look something like-

(The randomly generated number tile, 4 in this case)

				4
2			8	

8	2	2	2
2	16	4	8

3) In the grid formed,

			4
2		8	
8	2	2	2
2	16	4	8

If we press the R key, the grid would be-

(The randomly generated number tile, 2 in this case)

2			4
		2	8
	8	2	4
2	16	4	8

4) If we press the L key now,

2			4
		2	8
	8	2	4
2	16	4	8

The grid would be-

2	4
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2	8			
8	2	4	2	
2	16	4	8	

(The randomly generated number tile, 4 in this case)

Through the above grids and their content, we see that if two tiles containing the same number are located next to each other and if the arrow key is pressed in the same direction, the numbers get added up and through this way, we have to create 2048 in a tile in order to win the game.

Manual of hex 2048:

The screen has the same layout as the normal version with a welcome message displayed at the top followed by the board and the score to its side.

The user has access to the following commands:

a: Swipes left

d: Swipes right

w: Swipes NW

e: Swipes NE

z: Swipes SW

x: Swipes SE

p: saves the current game to a file

o: opens the saved game

l: deletes a saved game

n: starts a new game

If any other input is entered, invalid input message is displayed

Manual of 4D 2048:

Here the controls are the same as the normal 2048 and instead of one board we have four boards, which the user can simultaneously control.

Manual of Mdtiplayer 2048:

This is a two player version based on the same functions.

The game begins by asking the names of the users. Each users score is maintained separately and alternate turns are provided. The objective is for player is to outscore the opponent after a certain number of moves.