

2048 Contest Challenge!

Beauty, Brains & Innovation

by Arden Thomas

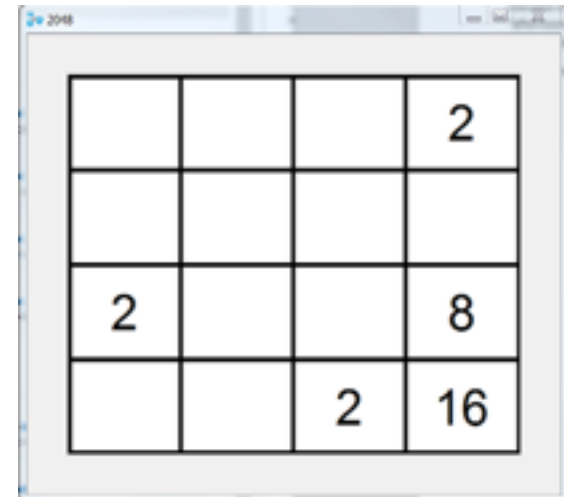
Cincom Smalltalk Product Manager

Contents

- 2048
- Advocacy
- Contest rules and entry grading
- Categories of Solution Approaches
- 5 finalists

2048

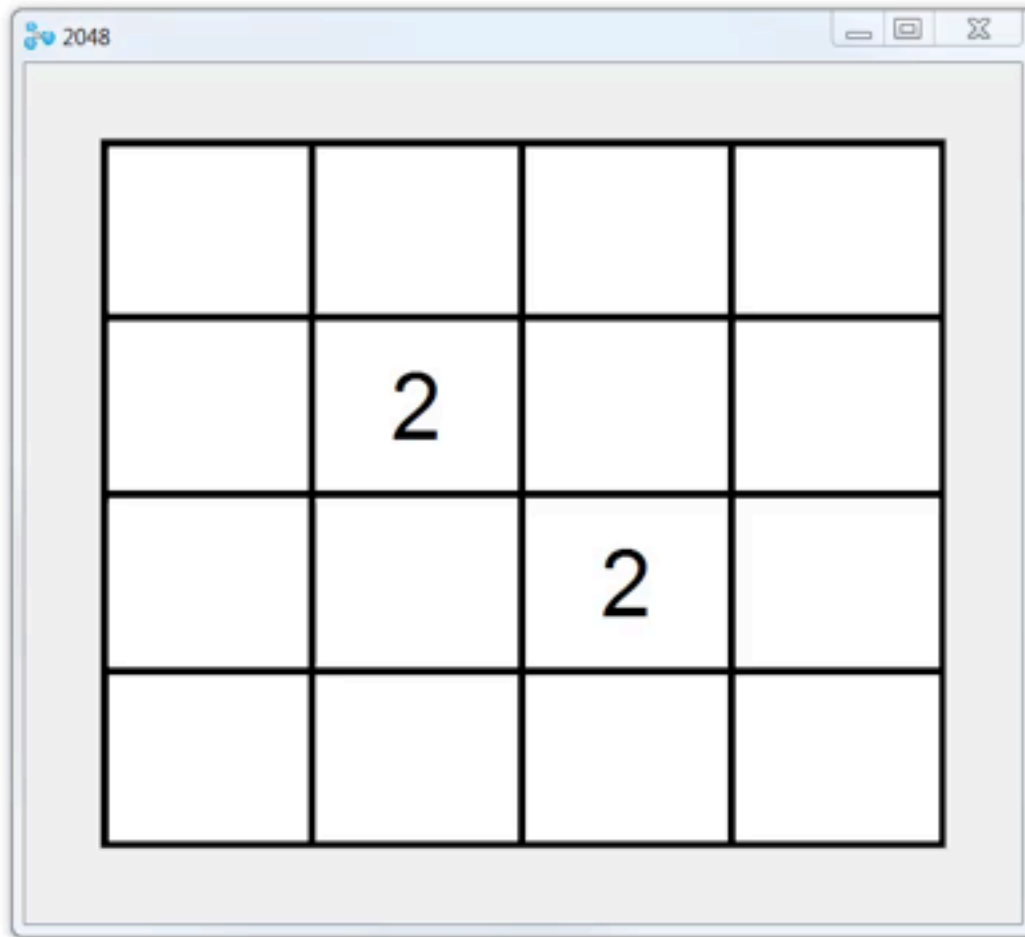
- Popular and recent single player puzzle game
- How to play;
 - 4 x 4 grid
 - Slide the tiles right, left, up or down
 - When the same numbers touch, they combine
 - After each move a 2 or 4 is added in a random empty tile
 - Goal of producing a tile with 2048
 - Or maximum score



Attractive for non-Smalltalkers

Goal of introducing developers to Smalltalk

- Examples provided
- Fun way to expose developers to Smalltalk

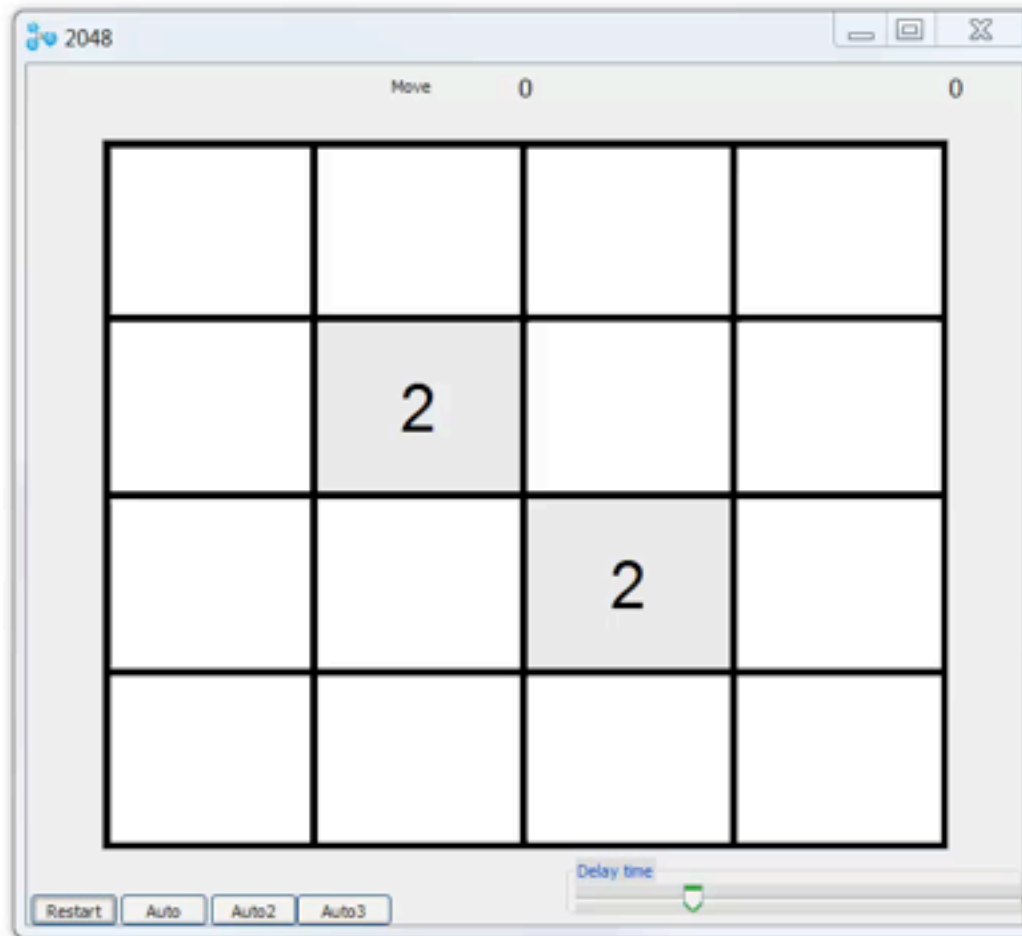


4

Attractive for Smalltalkers!

A fun challenge for experienced Smalltalk developers

- Developers get to
 - Show their skills
 - Share their knowledge
 - Show what Smalltalk can do
- Excellent demo's to non-Smalltalkers



Rules and Entry grading

Scores are based on:

- Animation
- Simple, clear code
- Heuristic rules
- Innovative features
- Best score (avg of 10 runs)

Interface

- Regions and Labels
- Input fields, dividers
- Action buttons
- Custom view



A screenshot of a software interface showing a 4x4 grid of colored cells with numerical values. The grid is displayed in a window titled "Cincom". The values in the grid are:

4	8	64	128
8	16	128	512
4	8	64	1024
2	4	8	256

Heuristics

- Deep look ahead
- Board valuation



A screenshot of a 4x4 grid game interface. The grid contains numerical values in each cell, with some cells highlighted in different colors. The values are:

4	8	64	128
8	16	128	512
4	8	64	1024
2	4	8	256

Heuristics

- Deep look ahead
 - Choose move that has the highest score (at depth n) following random moves



A screenshot of a 4x4 grid game interface. The grid contains the following numbers:

4	8	64	128
8	16	128	512
4	8	64	1024
2	4	8	256

The score 1024 is displayed in the bottom right corner of the grid. The interface includes a title bar with 'Cincom' and '1024' and a menu bar with 'File', 'Edit', and 'Help'.

Heuristics

- Board valuation 1
 - larger corner values
 - empty cells
 - like adjacent numbers
- Board valuation 2
 - Two move look ahead
 - minimized differences in adjacent cells
 - merging high values
- Board valuation 3
 - Two move look ahead
 - board score
 - increasing left to right, top to bottom values
 - That a move is possible

4	8	64	128
8	16	128	512
4	8	64	1024
2	4	8	256

Average score of ten runs ...

Name	Entry1		Entry 3 level 1		Entry 2		Arden	
Runs	26304	2048	27204	2048	7276	512	8584	512
	19192	1024	35292	2048	6584	512	8520	512
	6468	512	12016	1024	2284	256	12600	1024
	6700	512	34596	2048	11160	1024	10184	512
	16168	1024	35500	2048	10000	1024	14140	1024
	15312	1024	35772	2048	2976	256	16844	1024
	15940	1024	27072	2048	768	64	10140	512
	15528	1024	5296	512	5972	512	4364	256
	12536	1024	6856	512	2824	256	8448	512
	37968	2048	36368	2048	6584	512	14636	1024
Average	172116	1126.4	25597.2	1638.4	5642.8	492.8	10846	691.2
			Level 3					
			32100	2048				



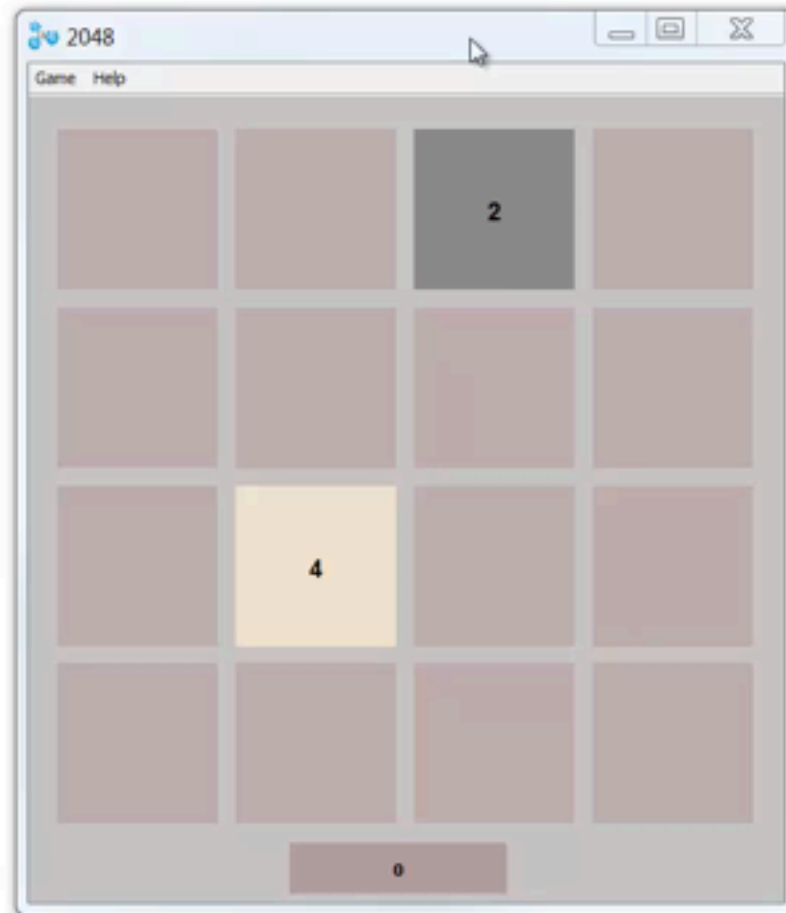
The finalists

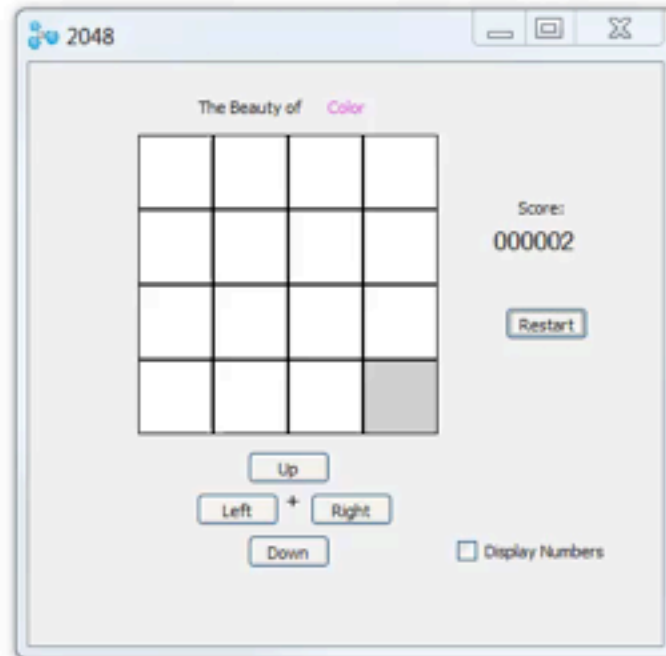
1	2	4	8
2	4	8	16
4	8	16	32
8	16	32	64

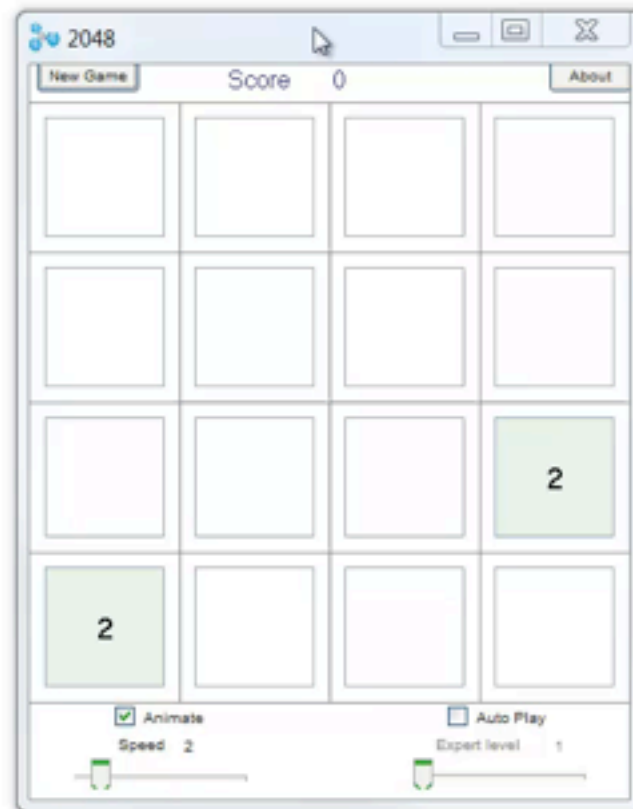
The image shows a 4x4 grid of colored squares with numbers. The numbers are powers of 2, and the colors are: white, light orange, red, yellow, light green. The numbers are arranged in a grid that is slightly tilted and blurred.

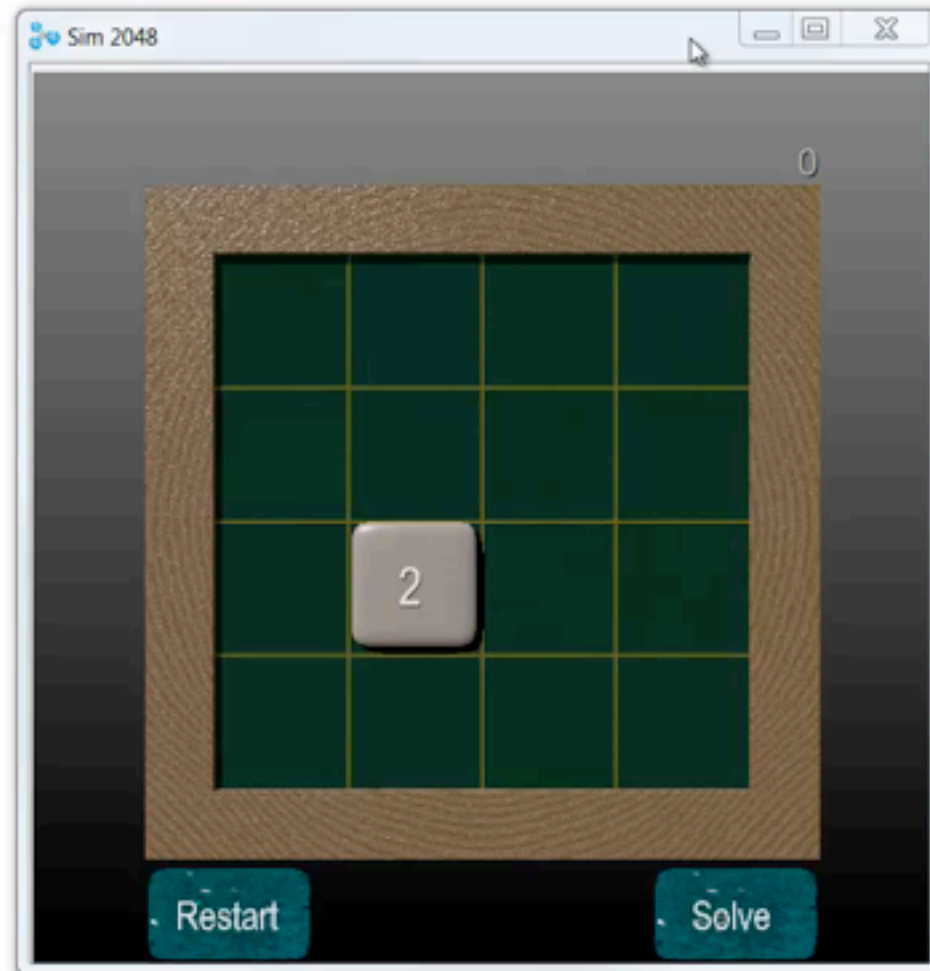
The finalists

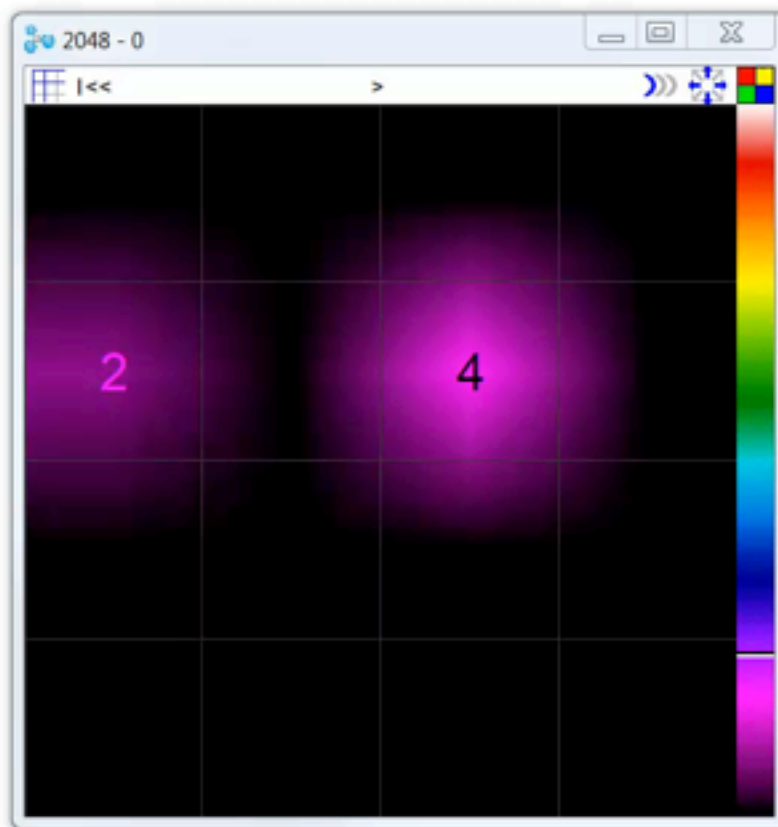












Honorable Mention



A screenshot of a 4x4 grid game interface. The grid contains the following numbers in each cell:

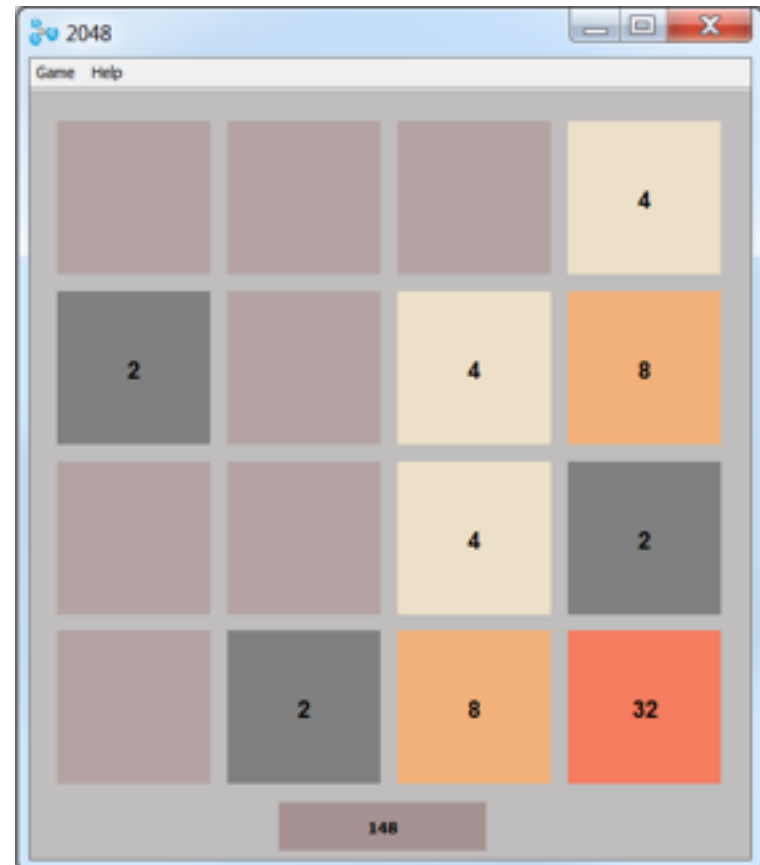
4	8	64	128
8	16	128	512
4	8	64	1024
2	4	8	256

The cells are colored as follows: (1,1) light green, (1,2) light orange, (1,3) red, (1,4) light yellow; (2,1) light orange, (2,2) orange, (2,3) light yellow, (2,4) yellow; (3,1) light green, (3,2) light orange, (3,3) red, (3,4) light green; (4,1) light green, (4,2) light green, (4,3) light orange, (4,4) light orange.

Honorable Mention

Alexander Varghese Raj
(Entry 5)

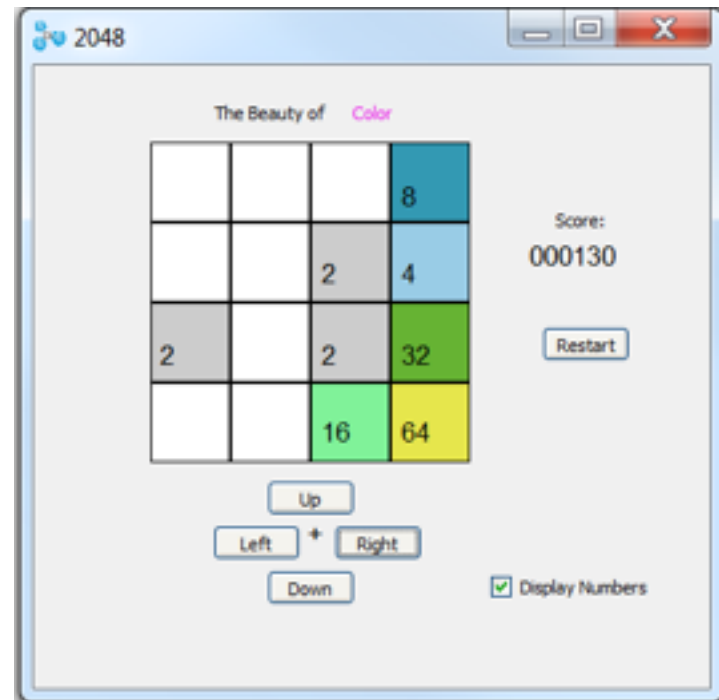
- Unlimited undo
- Nice layout and colors



Honorable Mention

Arkadiusz Baranowski
(Entry 4)

- New to Smalltalk!
- Moves reduced to two operations
 - Shift left
 - Rotate board
- Color scheme (with/without numbers)



Winners!!!

4	8	64	128
8	16	128	512
4	8	64	1024
2	4	8	256

4	8	64	128
8	16	128	512
4	8	64	1024
2	4	8	256

Second and Third place tie:

Norbert Fortelny
(Entry 3) Hi score “Beast”

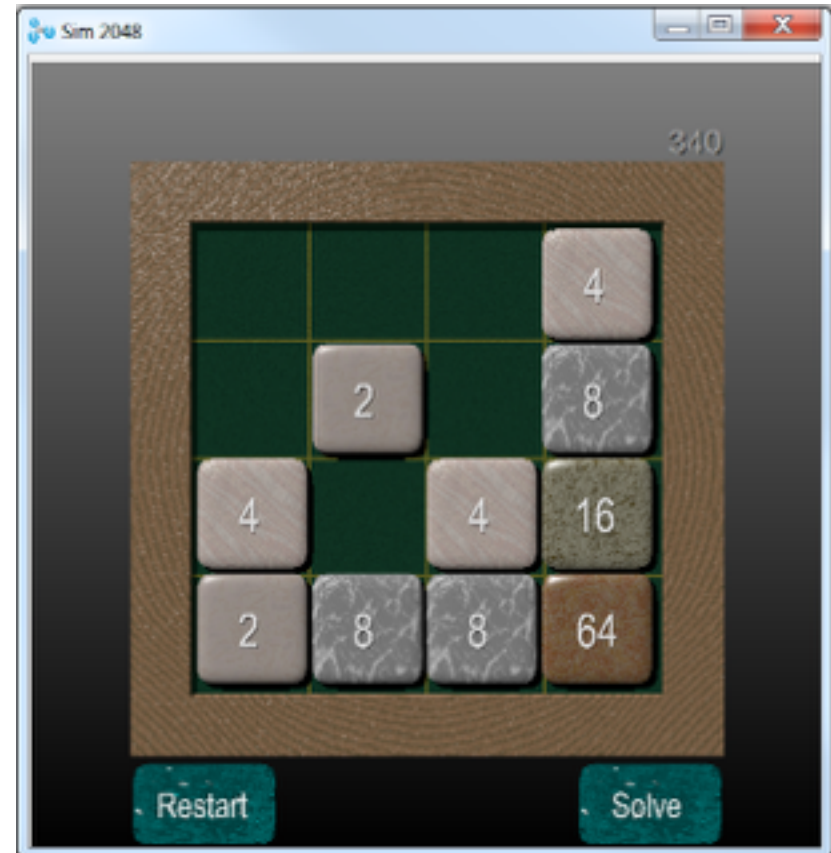
- **Best** scores with adaptive depth tree searches
- Good tile animation
- Clean simple interface



Second and Third place tie:

David Buck
(Entry 2) “Beauty”

- Raytracing used to render tiles
- Concurrent tile animation, multiple speeds
- “fireworks” animation on tile combination

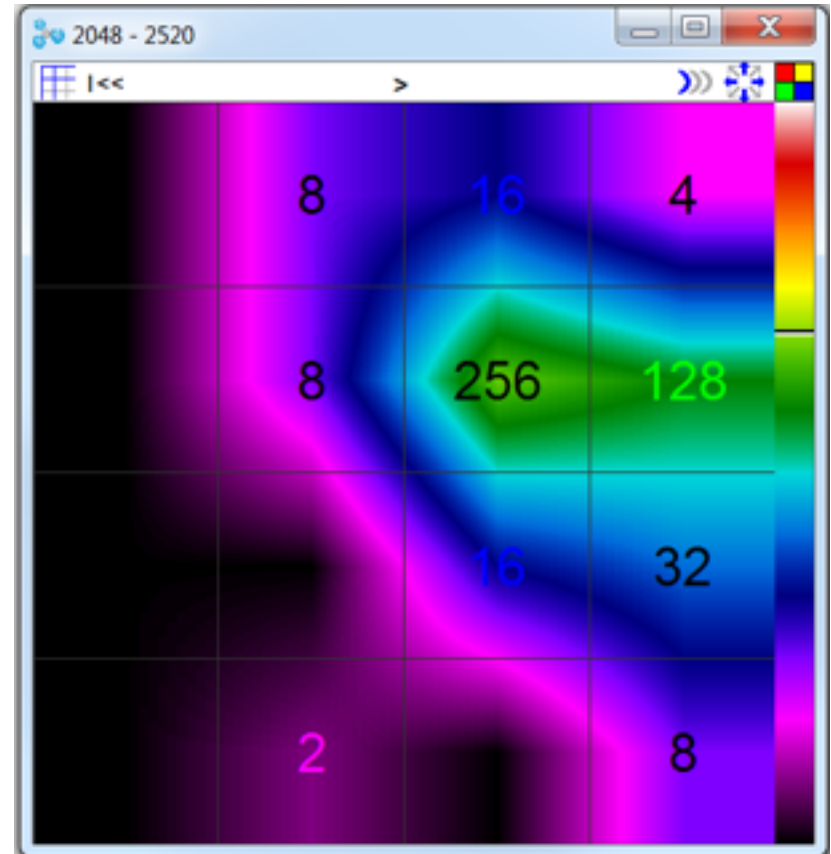


1st place and Grand Overall 2048 Winner

- Innovative heat map display with morphing heat map
- Concurrent tile animation, multiple speeds
- Animation on new tile
- Highlighted number on combination
- Best low depth heuristic
- Diagonal moves option!
- Additional grid sizes
- Multiple color palettes
- Good control layout and hover-help

1st place and Grand Overall 2048 Winner

Ivo Vollrath (Entry 1)
“Innovation tour-de-force”



Contact Information

Star Team (Smalltalk Strategic Resources)

- **Suzanne Fortman** (sfortman@cincom.com)
Cincom Smalltalk Program Director
- **Arden Thomas** (athomas@cincom.com)
Cincom Smalltalk Product Manager
- **Jeremy Jordan** (jjordan@cincom.com)
Cincom Smalltalk Marketing Manager

<http://www.cincomsmalltalk.com>

