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BBBomberman (Bomberman)

Overview

A Player vs Player or Player vs AI game that involves deploying bombs to try and burn your opponent. The player who is the last one remaining in the level, wins the round. First to three points win.

Basic Rules

1. If a bomb burns you, your opponent wins the round. (Including your own bomb!)

Features

1. Bomber Man (2 player or single player)
    a. Moves in four directions using two potentiometers (total 4)
    b. Drop bombs using button that explodes like a plus sign. (total 2)

2. Destructible Terrain
    a. Destructible Bricks scattered around the map that obstructs movements
    b. Must break through terrain to encounter opponent
3. Power ups scattered around the map
    a. Fire: Larger explosion radius (+)
    b. Full fire: Increase explosion radius to maximum (+++++)
    c. Bomb Up: Increase number of bombs that can be placed
    d. Skate: Increase movement speed
4. Background
    a. Standard indestructible layout of the map, set up as a grid
5. Score
    a. After each round, the score board will show the current score
    b. First to three points win
6. Sound
    a. Music Background (original music)
    b. Bomb explosion noise
    c. Power up noise
    d. Death noise/animation

Difficulty

1. Collision with bombs
2. Refresh rate not smooth
3. Various moving components
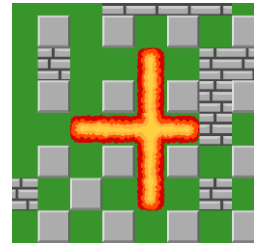
Hardware

- 4x potentiometers (two set of movement)
- 2x switches
- 1x Sitronix ST7735 LCD
- 1x 4-bit DAC + Speakers