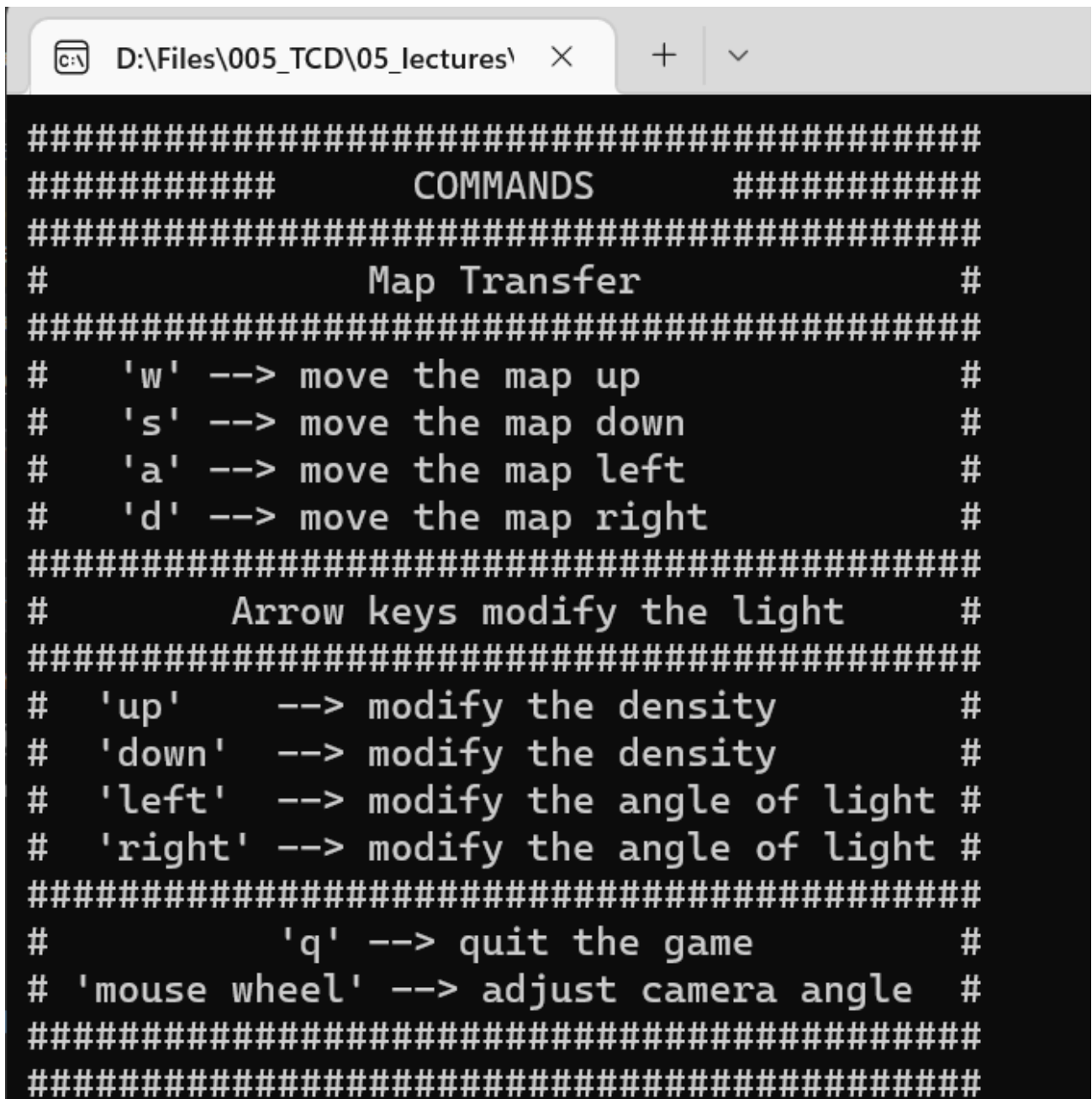


Bomberman

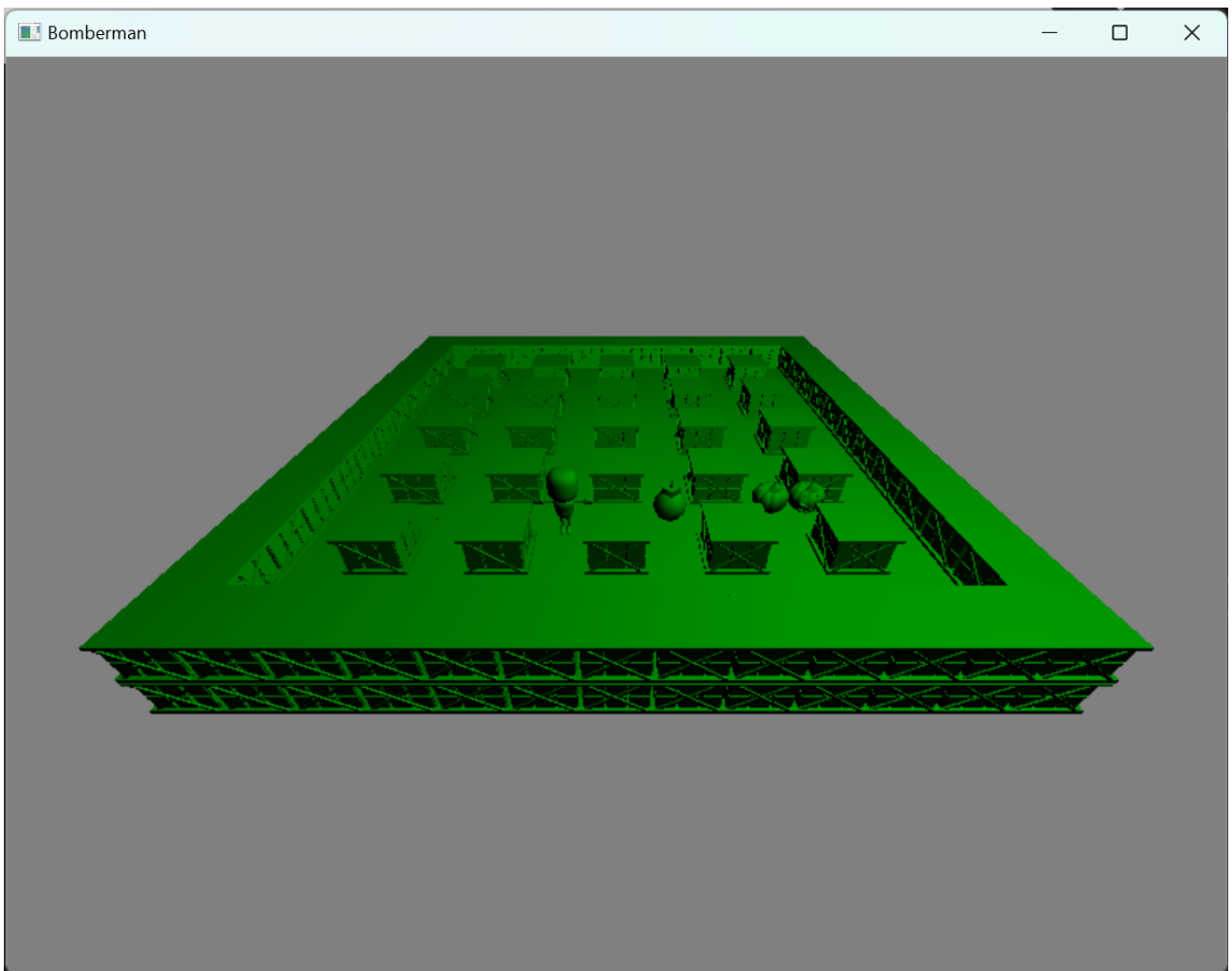
The game code is developed based on Lab4's code.

When running the bomberman game, the instructions will be displayed in the console. It can be seen that there are some mouse and keyboard events in this game. You can use "w", "s", "a" and "d" to move the map. And use the arrow keys to modify the attributes of light, such as the density and the angle. The mouse wheel can adjust the angle of camera.

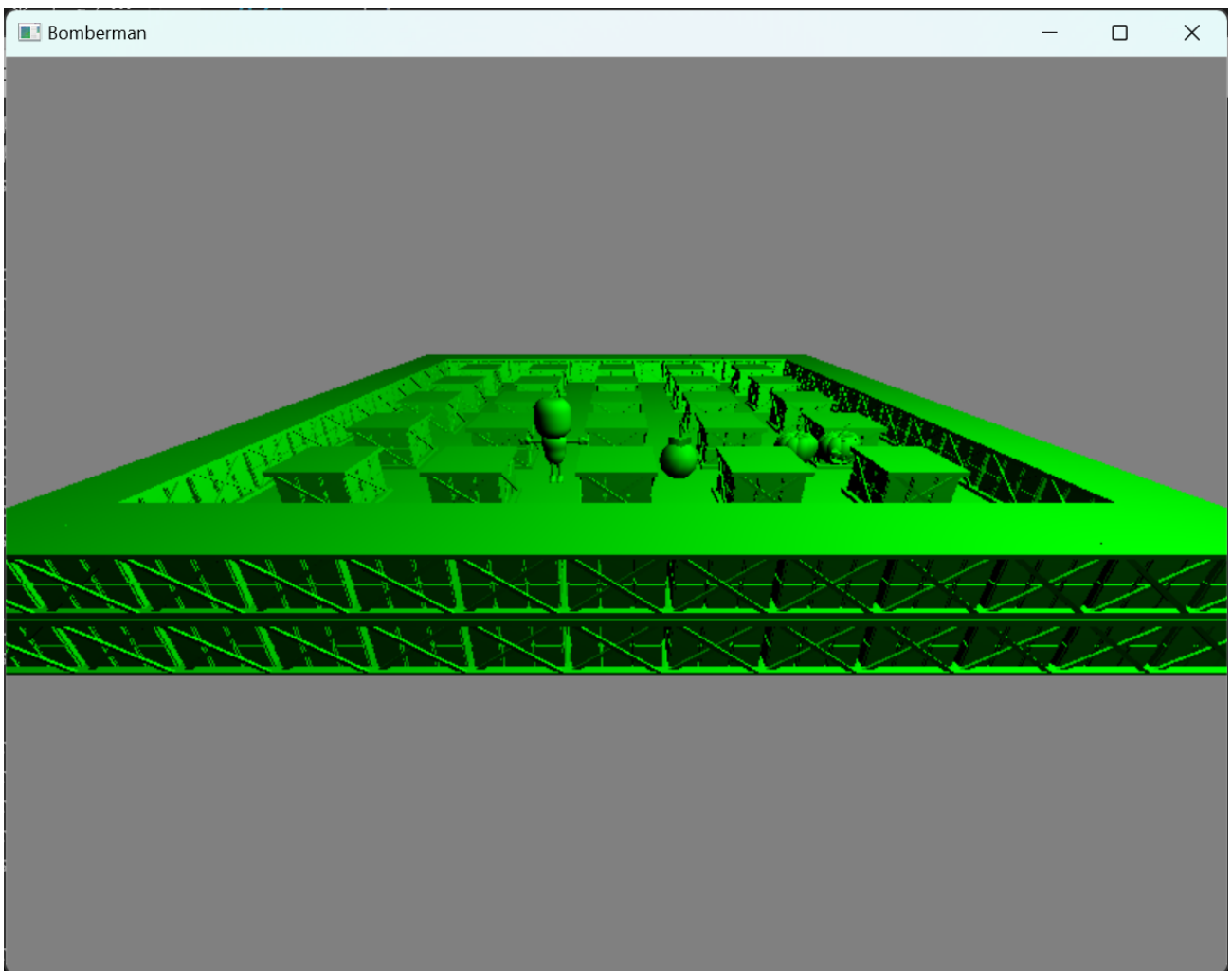


```
#####
#####          COMMANDS          #####
#####
#                      Map Transfer                      #
#####
#   'w'  --> move the map up                               #
#   's'  --> move the map down                             #
#   'a'  --> move the map left                             #
#   'd'  --> move the map right                             #
#####
#           Arrow keys modify the light                    #
#####
#   'up'   --> modify the density                          #
#   'down' --> modify the density                          #
#   'left' --> modify the angle of light                   #
#   'right' --> modify the angle of light                  #
#####
#           'q' --> quit the game                          #
# 'mouse wheel' --> adjust camera angle                    #
#####
#####
```

Instructions displayed in the console.



Initial scene of game



The scene after adjusting the camera angle of view and lighting properties