DIEGO PORTELLA

BomberMania

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Copyright Information

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*(Use word’s “update table of contents” to generate / regenerate a table of contents. )*

Table of Content

[1. Section I - Game Overview 7](#_Toc125031735)

[1.1. Game Concept 7](#_Toc125031736)

[1.2. Design History 7](#_Toc125031737)

[1.3. Feature Set 7](#_Toc125031738)

[1.4. Genre 7](#_Toc125031739)

[1.5. Target Audience 7](#_Toc125031740)

[1.6. Game Flow Summary 7](#_Toc125031741)

[1.7. Look and Feel 7](#_Toc125031742)

[1.8. Project Scope 7](#_Toc125031743)

[1.8.1. Number of locations 7](#_Toc125031744)

[1.8.2. Number of levels 7](#_Toc125031745)

[1.8.3. Number of NPC’s 7](#_Toc125031746)

[1.8.4. Number of weapons 7](#_Toc125031747)

[1.8.5. Etc. 7](#_Toc125031748)

[2. Section II - Gameplay and Mechanics 7](#_Toc125031749)

[2.1. Gameplay 7](#_Toc125031750)

[2.1.1. Game Progression 7](#_Toc125031751)

[2.1.2. Mission/challenge Structure 8](#_Toc125031752)

[2.1.3. Puzzle Structure 8](#_Toc125031753)

[2.1.4. Objectives – What are the objectives of the game? 8](#_Toc125031754)

[2.1.5. Play Flow – How does the game flow for the game player 8](#_Toc125031755)

[2.2. Mechanics 8](#_Toc125031756)

[2.2.1. Physics 8](#_Toc125031757)

[2.2.2. Movement 8](#_Toc125031758)

[2.2.3. Objects 8](#_Toc125031759)

[2.2.4. Actions 8](#_Toc125031760)

[2.2.5. Combat 8](#_Toc125031761)

[2.2.6. Economy 8](#_Toc125031762)

[2.3. Screen Flow 8](#_Toc125031763)

[2.3.1. Screen Flow Chart 8](#_Toc125031764)

[2.3.2. Screen Descriptions 9](#_Toc125031765)

[2.4. Game Options 9](#_Toc125031766)

[2.5. Replaying and Saving 9](#_Toc125031767)

[2.6. Cheats and Easter Eggs 9](#_Toc125031768)

[3. Section III – Story, Setting and Character 9](#_Toc125031769)

[3.1. Story and Narrative 9](#_Toc125031770)

[3.1.1. Back story 9](#_Toc125031771)

[3.1.2. Plot Elements 9](#_Toc125031772)

[3.1.3. Game Progression 9](#_Toc125031773)

[3.1.4. License Considerations 9](#_Toc125031774)

[3.1.5. Cut Scenes 9](#_Toc125031775)

[3.2. Game World 9](#_Toc125031776)

[3.2.1. General look and feel of world 10](#_Toc125031777)

[3.2.2. Area #1 10](#_Toc125031778)

[3.2.3. Area #2 10](#_Toc125031779)

[3.3. Characters 10](#_Toc125031780)

[3.3.1. Character #1 10](#_Toc125031781)

[3.3.2. Character #2 10](#_Toc125031782)

[4. Section IV – Levels 10](#_Toc125031783)

[4.1. Level #1 10](#_Toc125031784)

[4.1.1. Synopsis 10](#_Toc125031785)

[4.1.2. Introductory Material (Cut scene? Mission briefing?) 10](#_Toc125031786)

[4.1.3. Objectives 11](#_Toc125031787)

[4.1.4. Physical Description 11](#_Toc125031788)

[4.1.5. Map 11](#_Toc125031789)

[4.1.6. Critical Path 11](#_Toc125031790)

[4.1.7. Encounters 11](#_Toc125031791)

[4.1.8. Level Walkthrough 11](#_Toc125031792)

[4.1.9. Closing Material 11](#_Toc125031793)

[4.2. Level #2 11](#_Toc125031794)

[4.3. Training Level 11](#_Toc125031795)

[5. Section V - Interface 11](#_Toc125031796)

[5.1. Visual System 11](#_Toc125031797)

[5.1.1. HUD - What controls 11](#_Toc125031798)

[5.1.2. Menus 11](#_Toc125031799)

[5.1.3. Rendering System 11](#_Toc125031800)

[5.1.4. Camera 11](#_Toc125031801)

[5.1.5. Lighting Models 11](#_Toc125031802)

[5.2. Control System 11](#_Toc125031803)

[5.3. Audio 11](#_Toc125031804)

[5.4. Music 11](#_Toc125031805)

[5.5. Sound Effects 11](#_Toc125031806)

[5.6. Help System 11](#_Toc125031807)

[6. Section VI - Artificial Intelligence 11](#_Toc125031808)

[6.1. Opponent AI 12](#_Toc125031809)

[6.2. Enemy AI 12](#_Toc125031810)

[6.3. Non-combat Characters 12](#_Toc125031811)

[6.4. Friendly Characters 12](#_Toc125031812)

[6.5. Support AI 12](#_Toc125031813)

[6.5.1. Player and Collision Detection 12](#_Toc125031814)

[6.5.2. Pathfinding 12](#_Toc125031815)

[7. Section VII – Technical 12](#_Toc125031816)

[7.1. Target Hardware and operating system 12](#_Toc125031817)

[7.2. Supported game controllers and peripherals 12](#_Toc125031818)

[8. Section VIII – Game Art 12](#_Toc125031819)

[8.1. Concept Art 12](#_Toc125031820)

[8.2. Style Guides 12](#_Toc125031821)

[8.3. Characters 12](#_Toc125031822)

[8.4. Environments 12](#_Toc125031823)

[8.5. Equipment 12](#_Toc125031824)

[8.6. Cut scenes 12](#_Toc125031825)

[8.7. Miscellaneous 12](#_Toc125031826)

# Section I - Game Overview

## Game Concept

"BomberMania" is a multiplayer game inspired by the classic arcade game Bomberman, designed to provide players with a fun and challenging experience. In this game, players take control of explosive characters who must face off against each other in an arena filled with obstacles and dangers. The core gameplay involves strategy and skill as players place bombs to destroy obstacles, clear pathways, and eliminate their opponents while trying to stay alive and be the last one standing.

## Design History

The idea for "BomberMania" started a long time ago when arcade games were super popular. It was inspired by the game Bomberman, which lots of people loved. The game designers wanted to make something that would be fun for people to play together, so they started working on "BomberMania."

## Feature Set

## Genre

Arcade Action

## Target Audience

**Age Group:**

Suitable for players of all ages, with a focus on a broad audience, including children, teenagers, and adults.

## Game Flow Summary

**Main Menu:**

Players are greeted with a visually appealing main menu showcasing the game's Logo, accompanied by options to start the game and a background soundtrack.

**In-Game Interface:**

Once the game kicks off, players take command of their bomber character in the game world, moving them around using their controls. They'll see vital info on the screen like their current score, how much time is left, and how many lives they have left. This keeps players in the loop and engaged in the gameplay.

**Pause and Menu:**

Need a breather? No problem. Players can pause at any moment, bringing up a menu that lets them resume their game, go back to the main menu, tweak settings, or leave the game entirely. This pause feature gives players flexibility and convenience, making their gaming sessions more enjoyable.

## Look and Feel

In "BomberMania," you'll find a fun and colorful look. The graphics are bright and playful, like arcade style, making the game feel light and enjoyable. The characters and obstacles are easy to see, so you won't get lost in the game. With its lively and engaging visuals, "BomberMania" creates a fun and immersive experience for players of all skill levels.

## Project Scope

A summary of the scope of the game.

### Number of locations

Maze, Bricks, Walls and

### Number of levels

One for this implementation

### Number of NPC’s

None

### Number of weapons

Bombs and their Power ups where you can empower your bombs during the match.

### Etc.

# Section II - Gameplay and Mechanics

## Gameplay

### Game Progression

In "BomberMania," you play against other people in exciting matches. There are different arenas where you can compete, each with its own challenges. As you win matches, you'll unlock more arenas to play in. The game gets harder as you go, so you'll need to be smart and use different strategies to win against your opponents.

### Mission/challenge Structure

In "BomberMania," every level has its own special challenges for players going head-to-head. You'll need to think fast and use strategy to win. Challenges could be things like placing bombs to trap your opponent, blowing up obstacles to make a path, or reaching certain spots in the arena. As you keep playing, things get tougher. Your opponent might move faster, bombs might explode quicker, and the arena might get more complicated with tricky hiding spots and obstacles. You've got to stay sharp and adapt your tactics to beat your opponent in these intense multiplayer battles.

### Puzzle Structure

Players face puzzle-like challenges in some levels, adding an extra twist to the game. These puzzles need players to think carefully about their moves and timing. For example, they might need to put bombs in just the right spots to clear a path, explode bombs at the perfect moment to trap opponents, or plan their routes to get power-ups. As players keep going, the puzzles get trickier, testing their skills and brainpower even more.

### Objectives – What are the objectives of the game?

The primary goal in "BomberMania" is for players to outsmart their opponents and emerge victorious in each multiplayer match. Players strategically place bombs to eliminate opponents and clear obstacles, aiming to be the last one standing. Additional objectives include collecting power-ups to enhance bomb capabilities and strategically navigating the arena to gain positional advantage. The ultimate objective is to defeat opponents, dominate the arena, and claim victory in each match.

### Play Flow – How does the game flow for the game player

The gameplay is dynamic and exciting. Players begin with a certain number of lives and a time limit. The flow of the game involves constant action as players navigate through different terrains, reacting quickly and planning their moves strategically. Challenges, puzzles, and objectives are seamlessly integrated throughout the game, providing a well-rounded and enjoyable experience for players.

## Mechanics

In "BomberMania," the game operates within a set of rules that govern the interactions and behaviors of its various elements. These mechanics create a simulated world where players engage in strategic battles against each other. The following are both explicit and implicit rules that define the game's universe:

### Physics

In "BomberMania," the game's physics engine governs the interactions between various elements, incorporating realistic principles such as gravity, momentum, and collision detection. These physics rules influence the movement and behavior of the player-controlled characters, bombs, and other objects within the game environment.

### Movement

#### General Movement

Players can move their character in four directions - up, down, left, and right - within the confines of the game arena.

#### Other Movement

### Objects

#### Picking Up Objects

Power-ups can be found on the game board, providing players with advantages such as increased bomb range, additional bombs, or temporary invincibility.

#### Moving Objects

You can only move the main character.

### Actions

#### Switches and Buttons

Not implemented.

#### Picking Up, Carrying and Dropping

Players can place bombs on the grid-based game board. Bombs have a blast radius that destroys destructible blocks and damages players within its range.

#### Talking

Not implemented.

#### Reading

Not implemented.

### Combat

Players can interact with each other by placing bombs strategically to trap or eliminate opponents.

### Economy

Not implemented.

## Screen Flow

### Screen Flow Chart

One level was implemented to this game.

### Screen Descriptions

The screen is the entire world of the Bomberman game. There are a maze with bricks and walls where it is necessary to destroy the bricks to reach the opponents.

#### Main Menu Screen

You can find the BomberMania’s logo and the options

#### Options Screen

Play, Option, How to Play, Quit

#### Etc.

Not implemented

## Game Options

You can set to mute or not the sounds

## Replaying and Saving

## Cheats and Easter Eggs

Not implemented

# Section III – Story, Setting and Character

## Story and Narrative

In "BomberMania," the narrative centers around the player-controlled characters, each striving to reach victory in the intense multiplayer battles. While there isn't a traditional storyline like in single-player games, players can imagine their characters as brave and determined individuals competing against each other in a vibrant and dynamic arena.

### Back story

Not Implemented

### Plot Elements

Not Implemented

### Game Progression

Not Implemented

### License Considerations

Not Implemented

### Cut Scenes

#### Cut scene #1

##### Actors

Not Implemented

##### Description

Not Implemented

##### Storyboard

Not Implemented

##### Script

Not Implemented

#### Cut scene #2

etc.

## Game World

### General look and feel of world

The game's visuals are crafted to immerse players in a vibrant and dynamic world. The overall aesthetic aims to captivate players with diverse landscapes and engaging challenges.

### Area #1

#### General Description

Area 1 is characterized by a maze with concrete grey bricks and walls.

#### Physical Characteristics

Bricks are destructible and walls and pillars aren’t. Destroy the bricks, pick the power ups and defeat the enemy.

#### Levels that use area

The game runs just in this area. No more area levels were implemented.

#### Connections to other areas

No Connections

### Area #2

etc.

## Characters

### Character #1.

BomberMan

#### Back story

Players take control of characters who embark on perilous journeys through diverse arenas, each with its own unique challenges and obstacles. The backstory reflects the characters' quests for victory, glory, or perhaps even survival in the intense multiplayer battles of "BomberMania."

#### Personality

The player-controlled has determination, resilience, and a hint of curiosity. These personalities are designed to resonate with players, fostering emotional connections and enhancing the overall gaming experience.

#### Look

##### Physical characteristics

A man with white helmet and blue clothes.

##### Animations

The Player’s movements are waking, dying and placing bombs.

#### Special Abilities

Not Implemented

#### Relevance to game story

Defeating the enemy to claim the victory

#### Relationship to other characters

There is not any additional character.

#### Statistics

Key statistics for the player-controlled character include attributes like movement speed, bomb range, and bomb capacity.

### Character #2

Not implemented

# Section IV – Levels

## Level #1

### Synopsis

Introduce the player to the initial challenges and setting of the game.

### Introductory Material (Cut scene? Mission briefing?)

Not Implemented

### Objectives

The primary objective is to strategically navigate through the arena, avoiding hazards such as bombs and enemy attacks while seeking opportunities to eliminate opponents and secure victory.

### Physical Description

There is only one level. Grey bricks, walls and pillars.

### Map

In "BomberMania," the game map is structured to provide an engaging and balanced gameplay experience for both players. The map layout is as follows:

Player 1 starts at the left-top corner of the map.

Player 2 starts at the right-bottom corner of the map.

### Critical Path

Not Implemented

### Encounters

Bricks, walls, pillars, and the opponent.

### Level Walkthrough

In this case, there is no other level.

### Closing Material

Winning the game, the game returns to the menu.

## Level #2

Not Implemented.

## Training Level

Not Implemented.

# Section V - Interface

## Visual System

### HUD - What controls

A man who places bombs to defeat the opponent.

### Menus

Bomberman’s logo with a background image and the options for the menu.

### Rendering System

2D graphics using sprites.

### Camera

The camera maintains a top-down perspective throughout the game to provide a clear and consistent view of the environment.

### Lighting Models

Not Implemented any light effect.

## Control System

The arrow keys are used for precise navigation of the frog throughout the game environment. Players can move the frog in the respective directions to avoid obstacles and reach their goals. When the key is pressed, the sound will appear.

## Audio

BomberMania employs an audio system to enrich the gaming experience

## Music

The music in BomberMania is carefully selected to complement the game's theme and engage players

## Sound Effects

There are sounds for movements, placing the bombs, bombs exploding, and dying.

## Help System

Not Implemented.

# Section VI - Artificial Intelligence

## Opponent AI

Not implemented.

## Enemy AI

No smart enemies for this implementation.

## Non-combat Characters

Conbat against the player 2.

## Friendly Characters

None for this implementation

## Support AI

### Player and Collision Detection

**Adjustment of Player Position:**

Ensures the player's position remains within the visible bounds of the game view.

**Collision Checking with Scene Objects:**

Iterates through all entities in the scene, including fire, bombs, characters, bricks, and walls.

Detects collisions between the player and these entities.

Performs specific actions based on the type of entity encountered.

**Score Update (updateScore function):**

Updates the player's score based on how many bricks were destroyed by the player.

Points are added according to specific criteria.

### Pathfinding

Not Implemented

# Section VII – Technical

## Target Hardware and operating system

Windows PC

## Supported game controllers and peripherals

BomberMania supports keyboard for Windows.

# Section VIII – Game Art

## Concept Art

This section will include initial sketches, drawings, and visual concepts that explore the overall look and feel of the game, including characters, environments, and key elements.

## Style Guides

We'll outline the specific artistic style and visual direction for "BomberMania," including color palettes, art styles, and thematic consistency to ensure a cohesive visual experience

## Characters

This section focuses on the design and development of characters in the game, such as player 1 and player 2. Pretty much similar but with different colors pallets.

## Environments

A maze is built with concrete bricks and walls with an urban landscape

## Equipment

Not Implemented

## Cut scenes

Not Implemented

## Miscellaneous

Not Implemented