Bomber Man list of planned features

Key:

Complete

Completed but needs “small” refining

Implemented / Uncompleted

Not implemented or not started

* Bomber Man
  + Player One
    - Sounds
      * Pick Up power up
      * Bomb place
      * Movement
      * Taunt --- (Maybe)
    - Sprites
      * Front
      * Back
      * Left
      * Right
      * Death
    - Movement
      * Up
      * Down
      * Left
      * Right
    - Bomb placing
    - Picking up power ups
    - Death by flame collision
  + Player Two
    - Sounds
      * Bomb place
      * Movement
      * Taunt – (Maybe)
    - Sprites
      * Front
      * Back
      * Left
      * Right
      * Death
    - Movement
      * Up
      * Down
      * Left
      * Right
    - Bomb placing
    - Picking up power ups
    - Death by flame collision
* Menus
  + Background
  + Sounds
    - Button clicks
  + Buttons
    - Single player
    - Multi player death match
    - Single player Death match
* Level
  + Mobs
    - Sprites
      * Up
      * Down
      * Left
      * Right
      * Death
    - Bombs needed to kill
    - Spawning
    - Movement
  + Sprites
    - Backgrounds
  + Random Generation
    - Mobs spawns
    - Player spawns
    - Unbreakable blocks
    - Breakable blocks
  + Single Player level exit position
  + Level Exit
    - Are all mobs dead
    - Proceed to next level
  + Blocks
    - Sprites
      * Unbreakable
      * Breakable
    - Breakable
    - Unbreakable
    - Drop Power ups
* Bombs
  + Sprites
    - Bombs
    - Exploding / flames
  + Sounds
    - Exploding
  + Flames / explosions
  + Flames destroying
    - Mobs
    - Blocks
    - Players
    - Power Ups
  + Change flames by power up
  + Change amount of bombs allowed by power up
* Power Ups
  + Kick bomb
    - sprite
  + Bomb Up
    - sprite
  + Flame Up
    - sprite
  + Spiked
    - sprite
* Multiplayer
  + Scores
    - Player 1 wins/loses
    - Player 2 wins/loses