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SoftDev1 pd6
P #02: The End
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Bombermon

Description

TLDR: We are recreating the popular game Bomberman with a Pokemon theme.

Our project replicates the mechanics of Bomberman with Pokemons as the characters. Users will be able to choose a Pokemon to play as once they create an account/login. On their home screen, they will be able to view their wins and loses and can purchase upgrades with currency from the store. They can also make a game with bots and/or another player. We will feature co-op features where up to two players can play on the same keyboard, provided that the user who's logged in puts in the username of the other player who's playing in order to access their character and information. With or without another player, you can always play with computer bots that will make random decisions.

The motive of the game is to move around the map dropping bombs in order to blow up other players and avoid getting blown up. Each Pokemon's stats, like speed, will be affected by their actual stats from the PokeAPI and the weather in the user's location can provide advantages or disadvantages to each Pokemon. After the game ends with either one of the users winning or both of them dying, they will be awarded currency and their score will go on a leaderboard.

The game itself will be coded in Javascript with Flask facilitating the routes. SQLite serves as the database to hold user and Pokemon information and HTML and CSS are used for the front-end. We will be using Bootstrap as our front-end framework as it serves as a reliable front-end framework that packages all the necessary customization tools we need.

APIs
- Pokemon API will retrieve the sprites and stats for the character that the user will be controlling in the game
- IP Address API to track the user's location for the weather API
- Weather API will provide the weather at the user's location so we can add a variety of weather effects to the game field that can either help or harm each players

Component List

- Login/Register lets user choose their first Bombermon and keeps track of them in game
- Allows for game creation with either all bots, bots and another player when provided their username, or just a showdown between you and the other player
- View wins and losses and the leaderboard of top scorers
- Store feature for buying upgrades like faster speed and other Bombermons
- Specific stat boosts and abilities provided to each Pokemon in the game based on the PokeAPI
- Customized maps based on the location of the user ex: more urban design
- Special weather buffs/debuffs to every Pokemon in the game based on the weather in the location
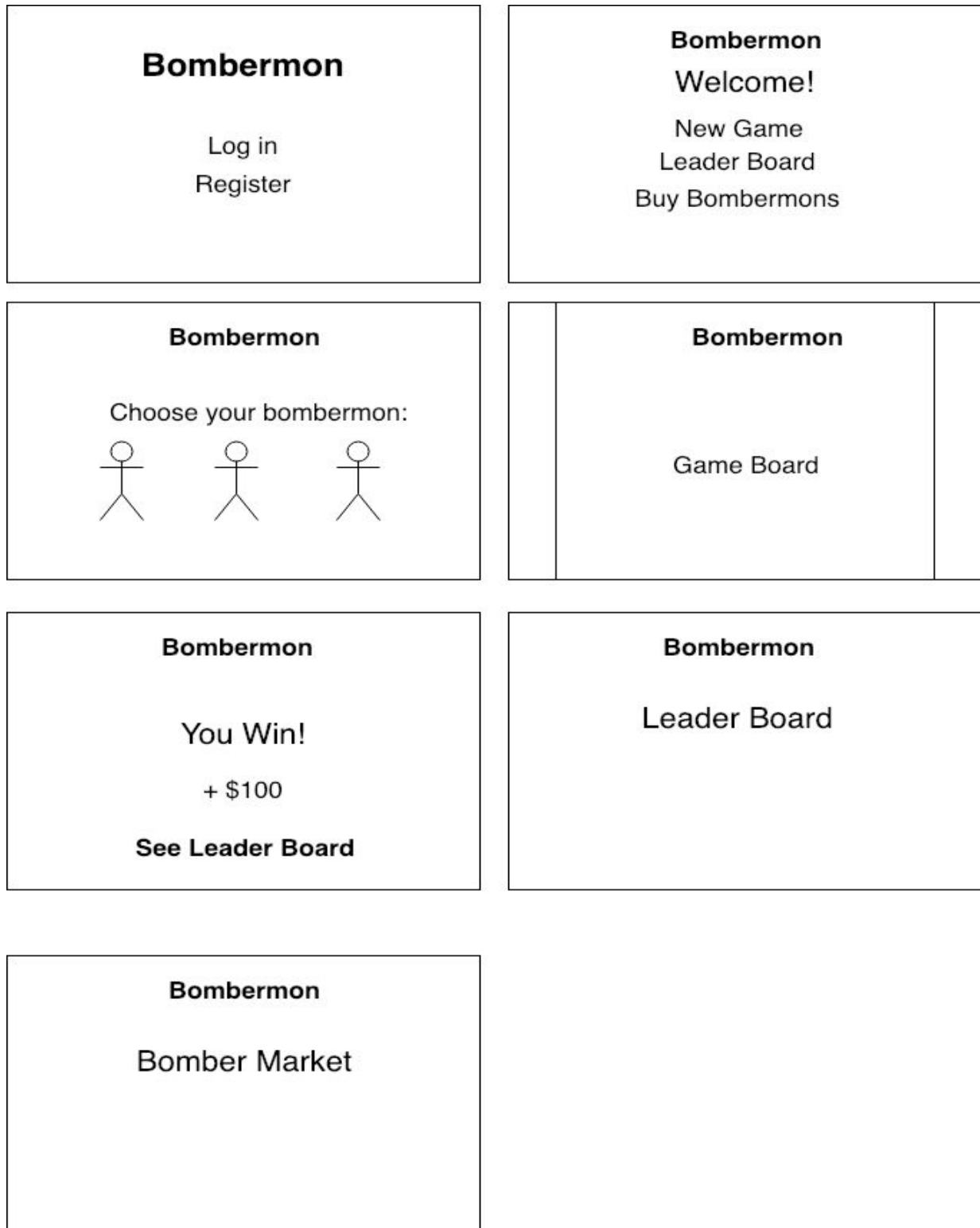- Bomberman game mechanics

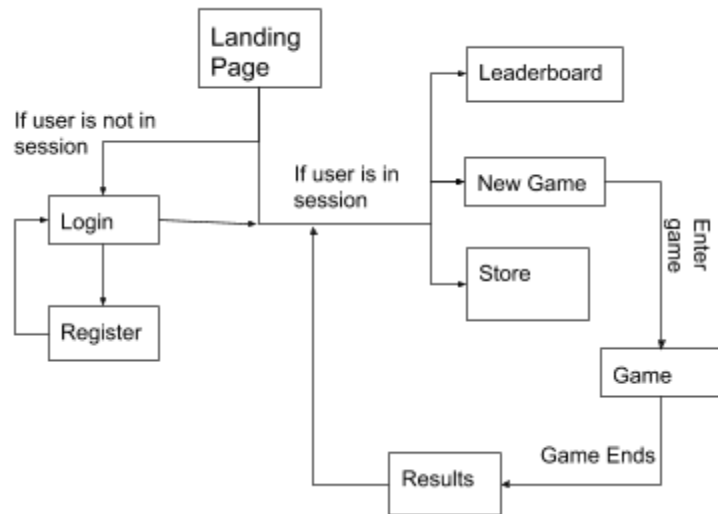# Database Schema

- User table
- Leaderboard table
- Pokemon table

User Info Table					
userID	username	password	Bombermons (List)	Upgrades	Money
PRIMARY KEY	TEXT	TEXT	TEXT	TEXT	INTEGER

Leaderboard	
userID	Wins
PRIMARY KEY	INTEGER

Pokemon				
name	Attack	Defense	Speed	Type
TEXT	INTEGER	INTEGER	INTEGER	TEXT

Site Map

Bombermon

Log in
Register

Bombermon
Welcome!
New Game
Leader Board
Buy Bombermons

Bombermon

Choose your bombermon:

Bombermon

Game Board

Bombermon

You Win!

+ $100

See Leader Board

Bombermon

Leader Board

Bombermon

Bomber Market

Component Map
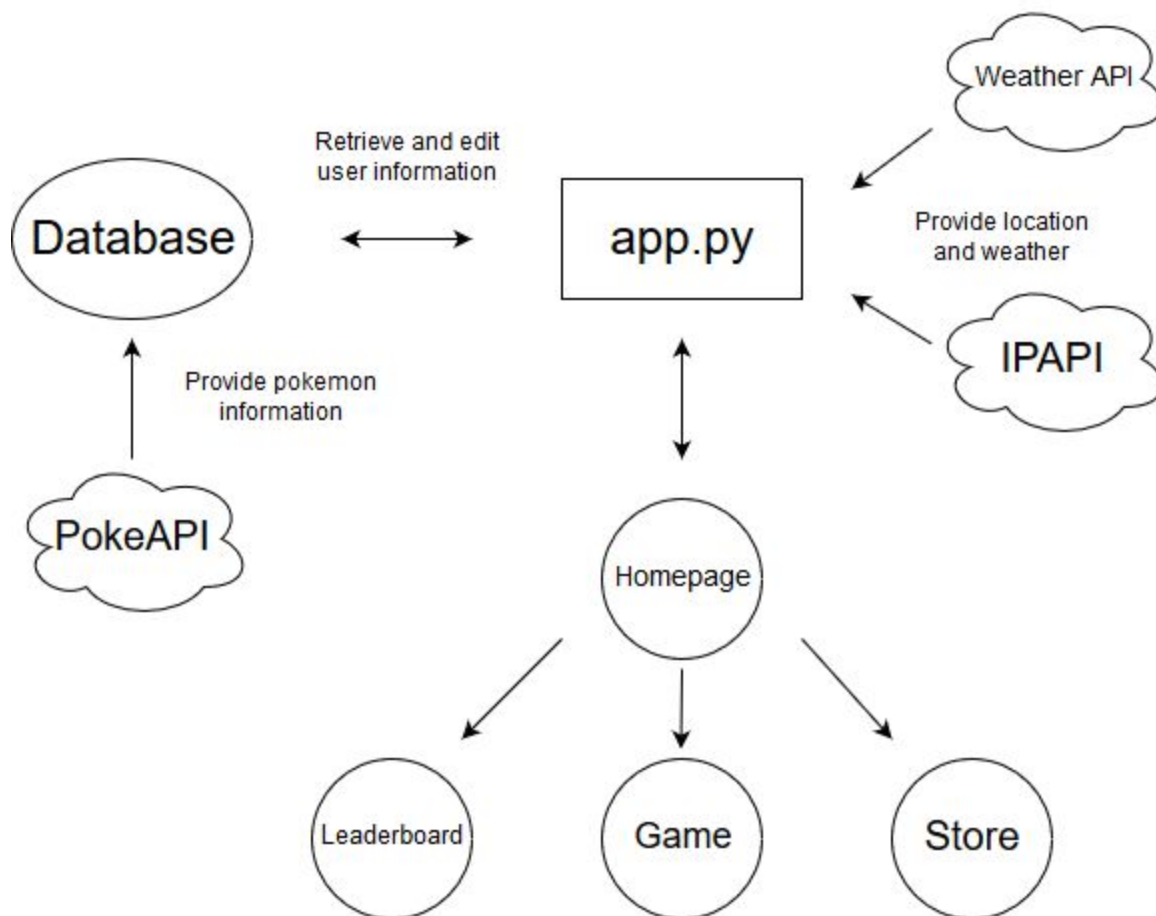
Tasks

Stage 0: The Crumbs
Project Manager Matthew: Templating
Ricky Lin: Database: Taking necessary information from APIs and formatting them for the game
Ahnaf Kazi: Front end
Cathy Cai: Game logistical design

Stage 1: The Cake(is a Lie)
Project Manager Matthew: Responsible for creating base game board
Ricky Lin: Game: Design the game controls and mechanics
Ahnaf Kazi: Making site more dynamic
Cathy Cai: Linking front end to back end

Stage 2: The Leftovers
Project Manager Matthew: Adding match history and player profile tab if time permits
Ricky Lin: Add additional abilities/stats based on PokeAPI and Weather API information
Ahnaf Kazi: Add extra in-game upgrades
Cathy Cai: Making the interface look nice