

Teen Titans

Cathy Cai, Ahnaf Kazi, Ricky Lin, Matthew Ming

SoftDev1 pd6

P #02: The End

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Bombermon

Description

TLDR: We are recreating the popular game Bomberman with a Pokemon theme that you can play with your friend on the same keyboard.

Our project replicates the mechanics of Bomberman with Pokemons as the characters. Users can create an account/login to save their upgrades and new Pokemons. On their home screen, they will be able to purchase upgrades and new slots for Pokemon with currency from the store or view the leaderboard to see the top players and their wins. They can also make a game with another local player and choose which Bombermon to use. We will feature co-op features where two players can play on the same keyboard.

The motive of the game is to move around the map dropping bombs in order to blow up the other player and avoid getting blown up. Each Pokemon's stats, like speed and attack, will be pulled from 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 one of the users winning, they will be awarded currency and the leaderboard will update.

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 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 player

Component List

- Login/Register lets user choose an in-game Bomberman to control
- Allows for game creation with another local player on the same keyboard
- View wins on the leaderboard of top players
- 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 and weather
- Special weather buffs/debuffs to every Pokemon in the game based on the weather in the location
- Bomberman game mechanics
- 3 Starter Pokemons: **Charmander**, **Bulbasaur** and **Squirtle**

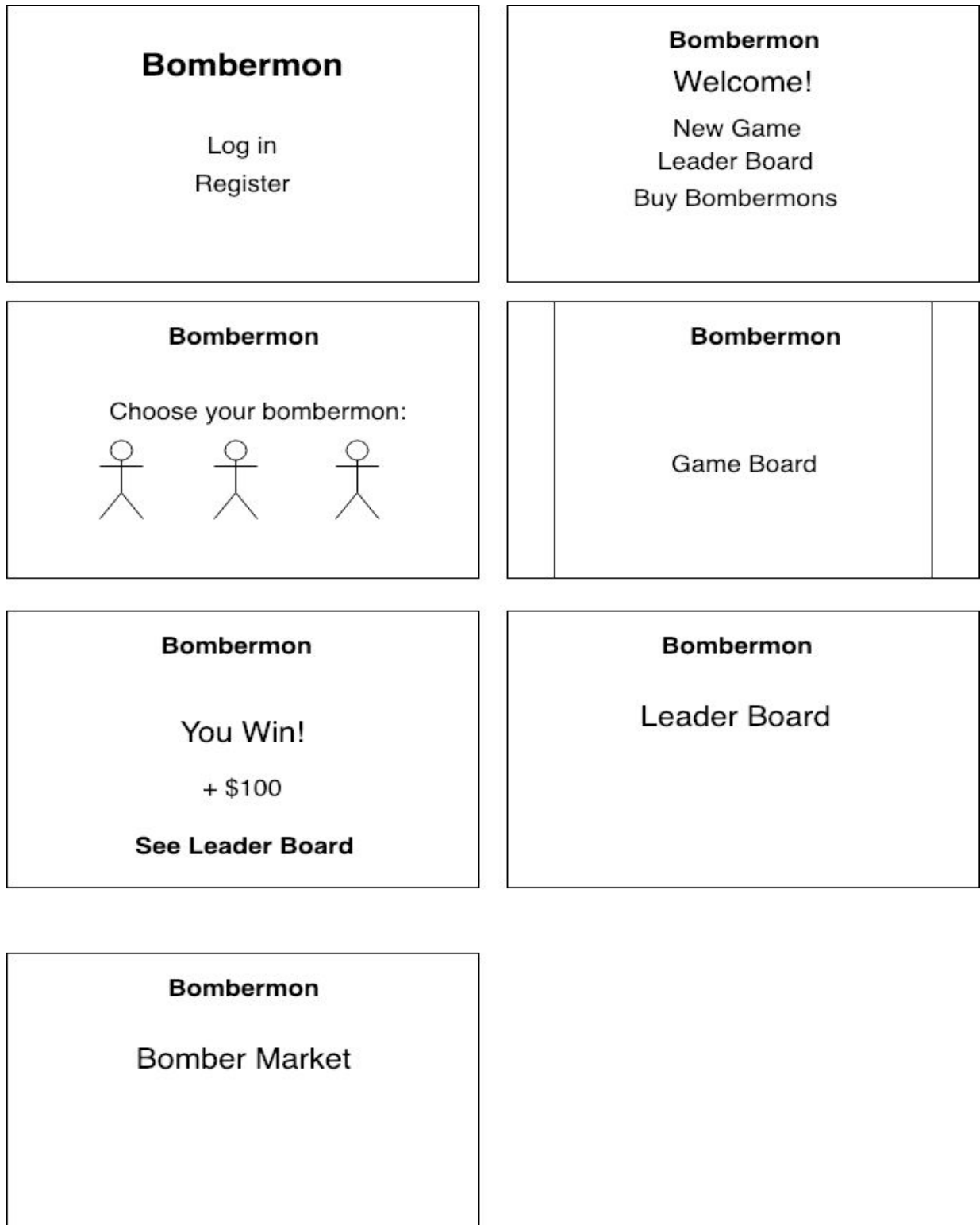
Database Schema

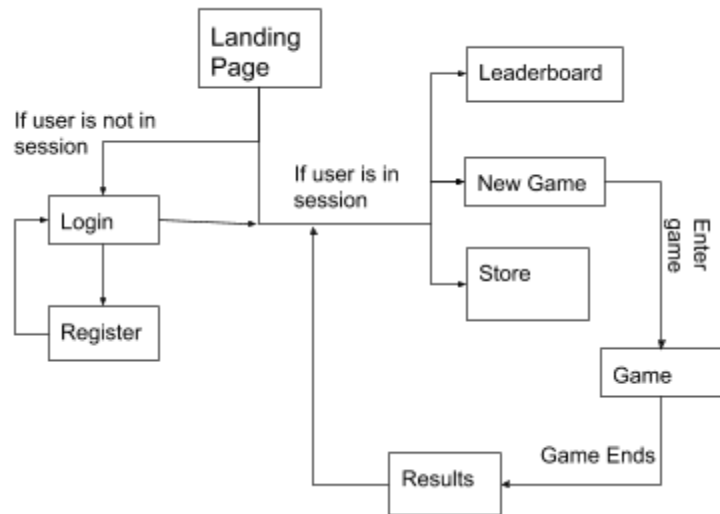
- User table
- Pokemon table

userInfo Table								
userID	username	password	slots	healthUpgrade	attackUpgrade	speedUpgrade	money	wins
PRIMARY KEY	TEXT	TEXT	INTEGER	INTEGER	INTEGER	INTEGER	INTEGER	INTEGER

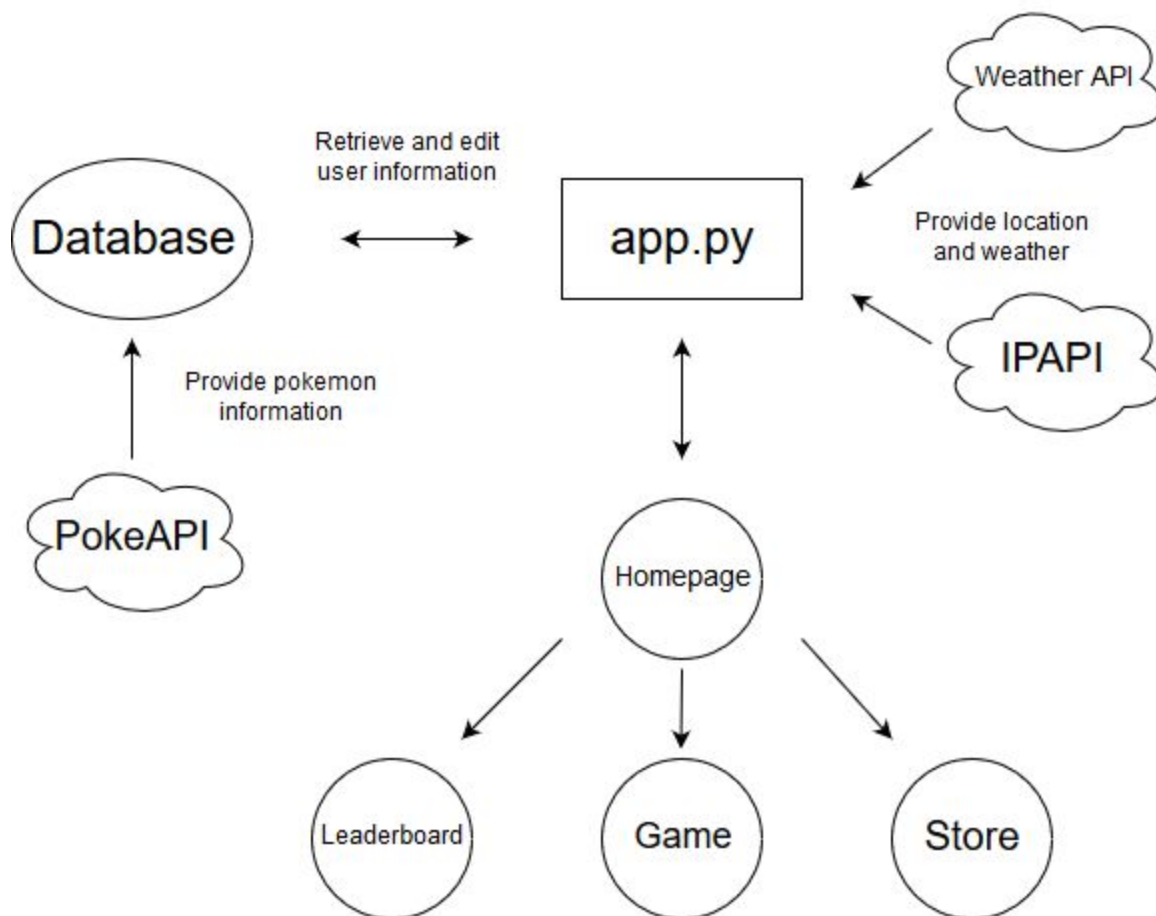
pokeInfo					
pokeID	name	health	attack	speed	type
PRIMARY KEY	TEXT	INTEGER	INTEGER	INTEGER	TEXT

Site Map





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