BOOM

Objects

Player(s)

Block

Solid block

Bombs

Enemies

Power ups

Coins

Teleporter

More..

Player(s)

**Properties:** Location, Alive/dead, movement (speed (tile based)), graphics, Health, extra life, animation, hit box (tile based), sound, plant bomb (limited),

**Behaviors:** Moving, player controlled, getting hit (bombs, enemies (bullets)) = lose health, plant bombs,

Block

**Properties:** location, destroyed or not?, graphics, animation (mabye), hit box, chance to drop power up, sound,

**Behaviors:**  gets destroyed by bombs, chance to drop power up, players and enemies can stand on, + score to player when destroyed,

Solid block

**Properties:** location, graphics, cant be destroyed or removed, hit box, animation

**Behaviors:**  solid block cant be removed or stepped on.

Bombs

**Properties:** spawns,explosion range, graphics, animation, time to explode, deployed or not, sounds

**Behaviors:** planted under player, do damage to player(s) enemies, destroy blocks, animation, EXPLODES?,

Enemies

**Properties:** movement, shoting(?), animation, grapichs, hit box, searching for player, dead or alive?, speed, sound, location

**Behaviors:** shoting and following player if enemy find player, shoting, when dies + score to player

Power ups

**Properties:** Location, graphics, sound, hit box, looted / not looted, type of power up, lootable by players,

**Behaviors:** chance to show up if block destroyed, give player powers, graphics disappear if looted,

Coins

**Properties:** location, graphics, sound, hit box, looted / not looted,

**Behaviors:** gives score to player, all coin taken + exktra life,

Teleporter

**Properties:** location, graphics, location 2, steped on or not,

**Behaviors:** teleports players to location 2,

GUI

Life’s left on player1

Health left on player1

Score player 1

Time left

Life’s left on player2

Health left on player2

Score player 2