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## Table of Content

<b>Core experience</b>	<b>2</b>
<b>Defining our game</b>	<b>2</b>
<b>Game's competition</b>	<b>3</b>
<b>Player personas</b>	<b>5</b>
<b>Play scenarios</b>	<b>6</b>
<b>Conceptual models (The entire thing)</b>	<b>7</b>
<b>Gameplay loop(s) and game modes</b>	<b>9</b>
<b>Control and presentation schemes</b>	<b>10</b>
<b>Time window and progression</b>	<b>11</b>

## 1. Core experience

Maze Bomber aims to provide an exciting and fun experience where players can enjoy both a casual match with their friends as a party game, or test themselves in more intense and strategic matches by making use of the wide variety of options in gameplay and the depth Maze Bomber provides in mastering its mechanics. To better satisfy both sides of the same coin, we include the option to turn certain more complex mechanics off and on, in order for the players to customize their game to their playstyle.



## 2. Defining our game

Maze Bomber is a competitive multiplayer game, where the objective is for the players to use a variety of different bombs and power-ups to eliminate their opponents in randomized maze-like maps, in which they must carve a path to reach their opposition.



### 3. Game's competition



- **3.1 Bomberman:** The grandfather of the bomber arena games, Bomberman offers the classic mechanics one expects from the genre: power-ups, a grid-like map and of course, your typical bombs! As time went on, Bomberman didn't upgrade itself much beyond graphics, but it has introduced a few unique mechanics such as post-death interference in a match, sudden death after a given period of time and even unique maps with interesting gimmicks that add complexity to a match. Not only that, but a story was introduced at one point, albeit a very simple one.
  - **Compared to Maze Bomber:** It was inspired by the original bomber arena game, as all of the other entries on this list here. The power-ups are very similar, and so is the base concept. Outside of that obvious comparison, Maze Bomber takes its own spin on the genre by introducing a fog of war mechanic, as well as randomized labyrinthine-like maps and bomb types that give it more replayability and a more intense gameplay than its predecessor. It does lack the unique map mechanics it has, as well as the other gimmicks Bomberman eventually got.



- **3.2 Bomber Friends:** Perhaps one of Bomberman's most popular clones, Bomber Friends has solidified itself in the fanbase due to being free and providing more customization of the characters. Besides that, it offers different types of bombs and upgrades to your characters, but it lacks a lot of the quality that Bomberman offers, as well as many of the unique mechanics previously mentioned and a story.
  - **Compared to Maze Bomber:** There is one major upgrade that Bomber Friends has over Bomberman, that Maze Bomber chose to make use of: different types of bombs. That being said, the bombs in Maze Bomber, unlike Bomber Friends, are more complex and offer more strategic value. Despite lacking its character customization, it makes up for it with gameplay customization to better suit different playstyles.



- **3.3 Bomber vs. Zombies:** This example is a more unique take on the games inspired by Bomberman, offering a PvE mobile experience as opposed to a PvP one. The objective of this game is to eliminate all the zombies present in the grid by utilizing bombs, much like in a Bomberman style, and it has a sequence of levels one must progress through. It offers a simple setting and a variety of power-ups, bombs and even enemies.
  - **Compared to Maze Bomber:** There isn't much of a comparison to be made between the two, or inspiration to be taken- they appeal to entirely different playstyles, what with one being a level-based PvE game, while the other is a competitive multiplayer game. However, it does offer a more unique twist to the genre than Maze Bomber does, despite all the quality of life changes it has and more interesting mechanics it offers.

## 4. Player personas

- **4.1 Jimmy:** This player is in it for the fun; he's a college student that found the game when searching for things to play with friends on their downtime, when they needed to unwind from all the stressful exams and projects, and enjoys the customization options provided by Maze Bomber that allowed all skill levels to play. It reminds him of Bomberman he used to play as a kid, but with a unique style and gameplay options that its grandfather doesn't provide. They especially enjoy the "Nuke mode", a customization option that ramps up all bomb damage through the roof, which leads to fast paced hilarious matches with his friends. And it was free, too!



- **4.2 Stacy:** Almost the opposite to Jimmy, Stacy is in it to win. She always was of the competitive sort, what with the constant competitions she had when she was younger with her siblings, when she would often have gaming tournaments with them. This developed a competitive spirit in her, especially when it comes to games that offer the opportunity for strategy. Maze Bomber's unique fog of war, special bombs and random generated labyrinths makes matches much more intense and require proper planning to outsmart your opponents, which lends itself better than its competitors for players like Stacy, that are seeking for a game with more depth to play on the weekends and after work.



## 5. Play scenarios

- **5.1 The beginning:** A beginner may experience this game in a house party with their friends, like Jimmy did. He's the type of guy that often invites his friends over to play some games, watch some movies and just hang out, and they found out about the game while searching for new party options on Steam. Everyone was new to Maze Bombers, after realizing it had support for controllers, they decided to hold a casual tournament for fun. They clumsily toyed with the controls and didn't take the game seriously whatsoever, exploring the mazes and aiming for one another immediately, but had a lot of fun cheering on each other in the chaos of planting bombs with no control in the hopes of luck being on their side and it catching the opponent. People like Stacy, on the other hand, found out about the game by watching her favorite streamer play it. Being solo players, they don't seek the joy of playing casually like Jimmy and his friends do, however, and much would rather discuss online the mechanics of the game and receive invites from random competitors to test themselves. That was the way Stacy started her venture into Maze Bombers, studying how the bombs worked, what the power-ups did and the optimal way to play it strategically with trial and error. She practiced against the singleplayer bot considerably.
- **5.2 The middle:** A more experienced player will have a better understanding of the various mechanics of the game and will play around with the more serious options in the menu to have a more competitive match with other players. At this stage, Jimmy would often request to play with his friends during his downtime to both spend his time and socialize after college, perhaps as an alternative to other games they play together on Discord. Having discovered the nuke mode, Jimmy and his friends have a blast playing high risk, high reward quick matches for fun, letting themselves enjoy the chaos of the high bomb damage and radius. Meanwhile, Stacy has delved into the competitive scene soon after understanding the mechanics, and often attempts to climb the leaderboard on her free time after work and even during her breaks, given how quick the matches can be, often asking other friends like her for some intense matches on weekends when she is free, even when they come over. She is now capable of understanding when to use given power-ups and bombs, and what each of them implies, destroying walls more often to gather resources instead of immediately pressuring her opponent.
- **5.3 The end game:** At a certain point, the player will master the gameplay loop of Maze Bomber and the mechanics it provides. Stacy has grasped mastery of the game, knowing how to set up ambushes and traps with landmines and C-4s, utilizing the fog of war to her advantage and the various bomb types to catch her opponents by surprise, which has led to her going to tournaments even with other professionals for rewards. There was this one time where Stacy won one by setting up an early landmine, remembering where it was and playing around it, baiting her opponent into being aggressive in that corner and then trapping them with another bomb. Jimmy, however, chooses to make his own experience within the game with his friends, messing around with the customization options for fun, creating new styles of play by setting up their own rules, like limiting what they can use or how they have to approach the game. For example, sometimes they make up a mini-game where they must hunt down as many landmines as possible, take turns planting them in the broken labyrinth while the other player has their eyes closed and then have to play while avoiding the traps.

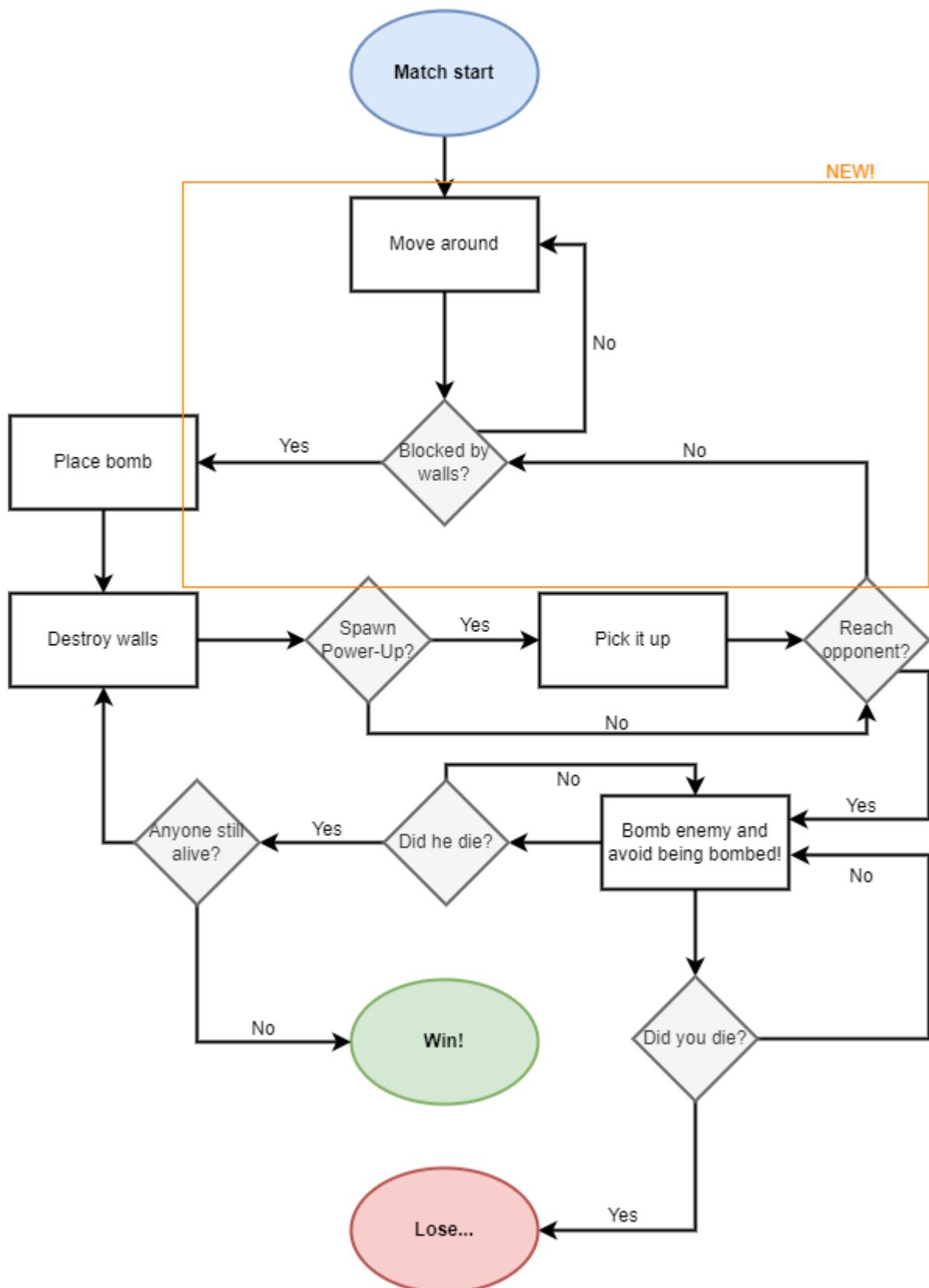
## 6. Conceptual models (The entire thing)

- **Random generated labyrinths:** Maze Bomber works differently than other bomber games, with maps that feel akin to mazes that are randomly generated by an algorithm. Within the map, the walls, the pickups and even the natural lights are all random, with the exception of the starting positions of the players. Everything is synchronized between players on online multiplayer games. The players must traverse this labyrinth to reach each other, picking up power-ups and bombs from destroyed walls along the way.
- **Destructible walls:** Akin to games like Bomberman, the walls in this game are bombable and therefore destructible. However, unlike Bomberman the only walls that are indestructible are the ones around the arena, and everything else in the game can be exploded in time.
- **Players:** The players take each control of one individual character, spawned in a corner of the map. Each player has a certain amount of health points attributed to them, and the objective is to deplete this bar to zero on the enemies. They also hold their own bombs and power-ups individually.
- **Spawners:** These refer to the bomb restock spawners in the game. Randomly placed throughout the map, the player must pass by them to refill their default bombs, as opposed to having an unlimited amount of them. These spawners, once picked up, have a timer before they come back.
- **Power-ups:** Pickups that boost the abilities of the player and their bombs. Dropped upon destroying walls.
  - **Fire Power:** Increases the explosion power of the player's bombs, making it break walls down faster and hurt enemies more.
  - **Extra Bombs:** Provides the player with one extra dynamite space in their inventory, allowing them to also restock more of them on the spawners.
  - **Speed Boost:** Gives the player a temporary boost to their movement speed, allowing them to traverse the map quicker and trap their opponents.
  - **Shield:** Grants the player that picks it up an extra bar of protection to their health bar, mitigating some of the damage they might take.
  - **Health Potion:** Used to restore some health points to an injured player. Has no real use to a player with full health, and thus should be conserved.

- **Bomb:** The main tool in the game that allows the player to destroy walls, traverse the maze and damage their opponents. There are multiple types of bombs in the game, with one of them being a default bomb and others being dropped from destroyed walls.
  - **Dynamites:** The average bomb of the game that the player starts with, and the only one spawners restock.
  - **Mega Bombs:** The most intense type of bomb, this type does the most damage to structures and other players.
  - **Landmines:** An invisible bomb placed on the ground, that once someone steps on again, will start the explosion animation and blow up. Works like a trap.
  - **C-4s:** A bomb that can be planted and exploded when the player chooses to with a second press of the same button.

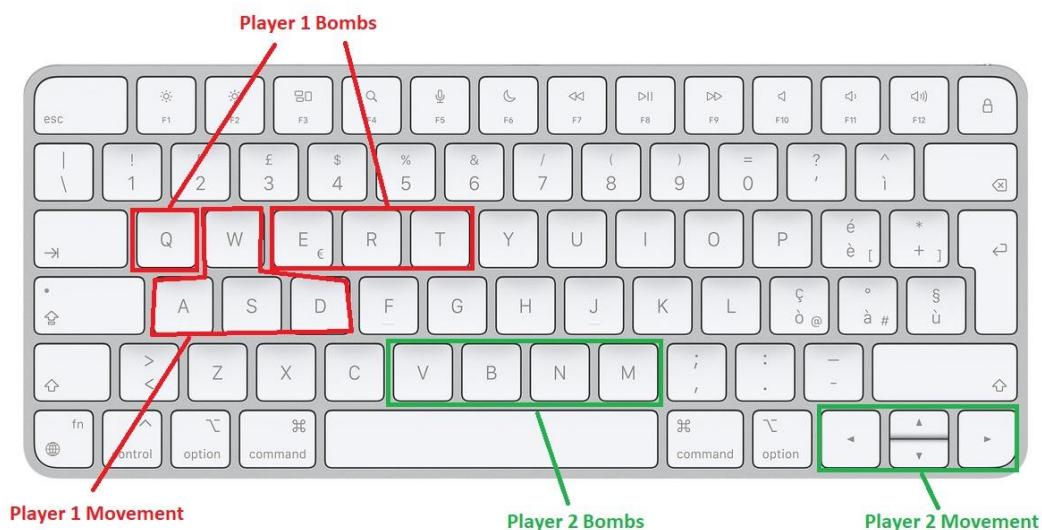
Bombs types	Power	Range	Hidden Trap	Timed Explosion
Dynamite	C	C	✗	✗
Mega Bomb	A	B	✗	✗
Landmine	B	C	✓	✗
C-4	B	C	✗	✓

## 7. Gameplay loop(s) and game modes



## 8. Control and presentation schemes

In Maze Bomber there are two main types of actions: movement and planting bombs. Each of these types has four buttons associated with them, one for each cardinal direction and one for each type of bomb. The decision to keep a button for each bomb comes from the need for fluidity in the game, as opposed to have a scrolling option in a player's inventory. This button system is also true for controllers, which are also supported by Maze Bomber. For local multiplayer, the keyboard is then shared between the two players, and therefore two different sets are required. Player 1 moves with WASD and has the dynamite on the Q, Mega bomb on E, Landmine on R and C-4 on T. Player 2 moves with the directional keys and has the dynamite on M, Mega bomb on N, Landmine on B and C-4 on V. On controllers, it is much simpler: the player moves with the directional buttons, the right action button is the dynamite, the down action button the Mega bomb, the left action button the Landmine and the upper action button is the C-4.



Given the cracked walls that surround the players, and the familiarity it brings to iconic games like Bomberman, the player will be cued immediately that in order to progress, they must start destroying said walls with bombs. As the player inputs the control to place a bomb, the game will respond with the placement of said explosive right underneath the player, and an animation will play shortly until an explosion occurs, immediately affecting its surrounding walls and players in clear, concise ways: the walls either get more cracked or break, and the players' health lowers.

## 9. Time window and progression

Being a multiplayer competitive game, Maze Bomber does not share a focus on time-frame or pace with its singleplayer compatriots. While other multiplayer games tend to use a ranking systems to motivate players to come back and better their standing and skills, as well as improving match-making for fair matches, Maze Bomber lends itself better as a party game, using direct match-making between groups of players for online matches, and thus better for people that know each other, and thus sells itself more on a fun option for players to enjoy on downtime with friends. However, that being said it still works much like other multiplayers when it comes to progression: it relies on many replays and game matches, getting a player to evolve as they spend time playing it and mastering the mechanics. The matches tend to last for about 3-8 minutes, and thus lend themselves as short rushes of fun players can enjoy even in short breaks, where it draws its main appeal.

