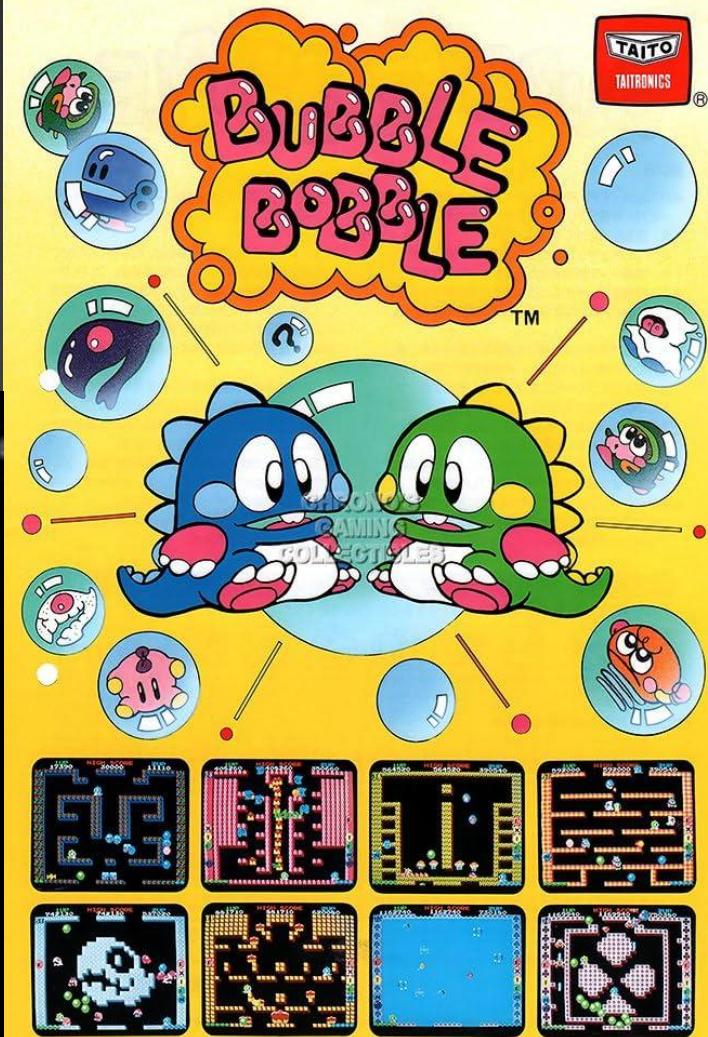


BUBBLE BOBBLE

Fait par

David Chalons, Valentin Cladel
Mathieu Couronne, Étienne Labbé



Présentation du jeu

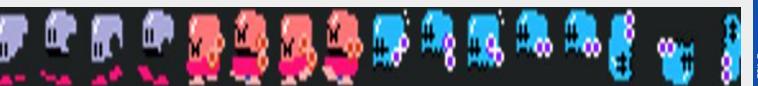
Bubble Bobble, un jeu de plateforme rétro où on incarne un petit dragon qui doit vaincre des ennemis dans un univers rempli de bulles et de plateformes à traverser.

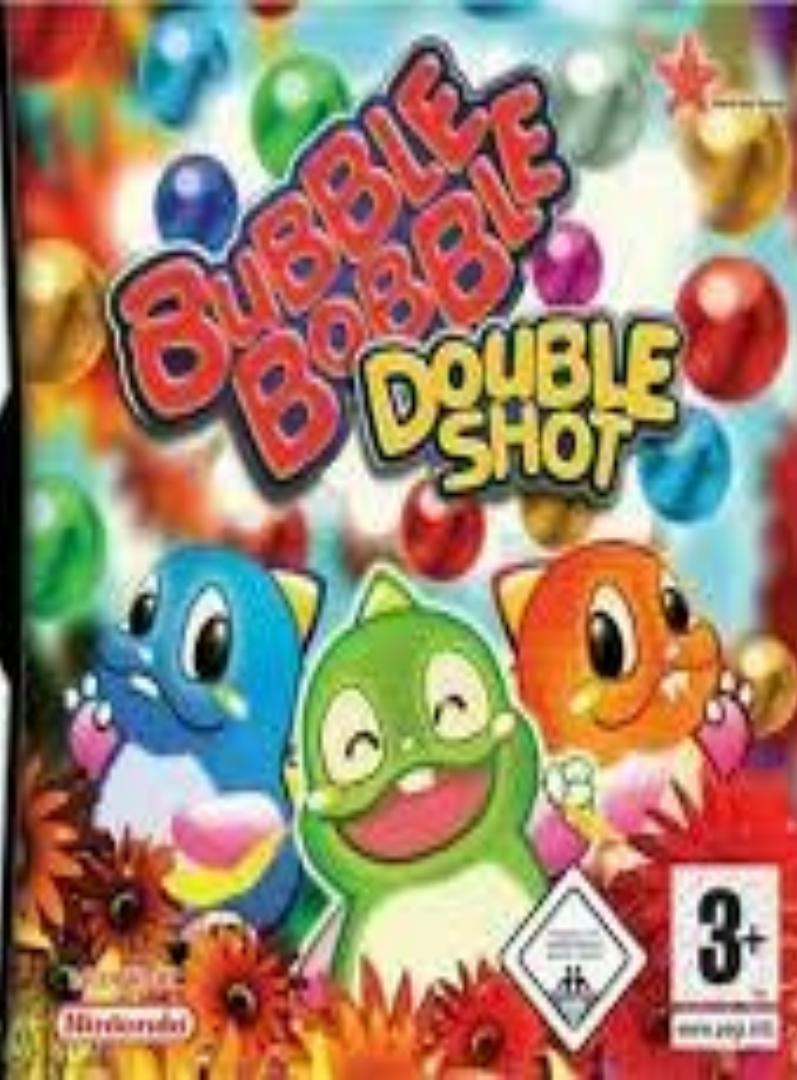


THE SPRITERS ResourcE

<https://www.sprites-resource.com/>

Taille de
645x1746





Bubble Bobble Double Shot ost

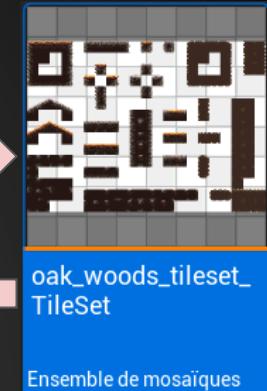
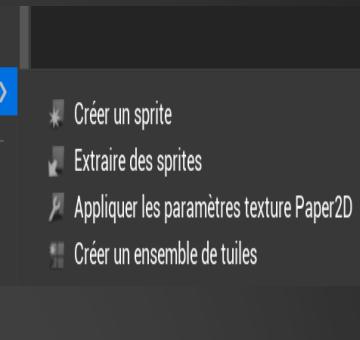
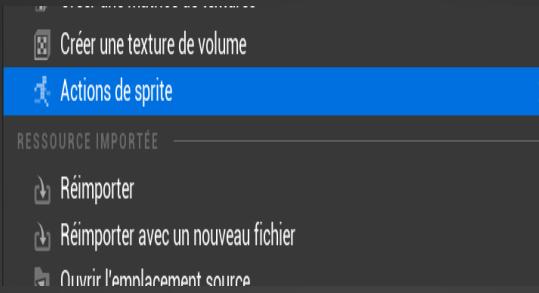
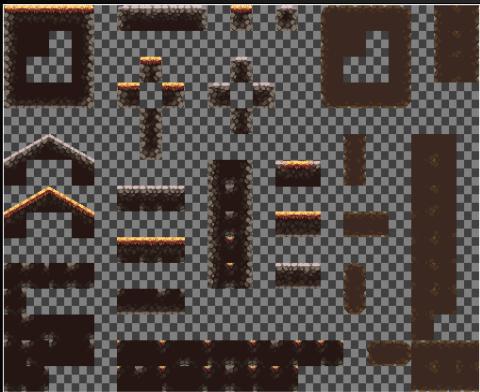
El señor weegee - 4 / 25



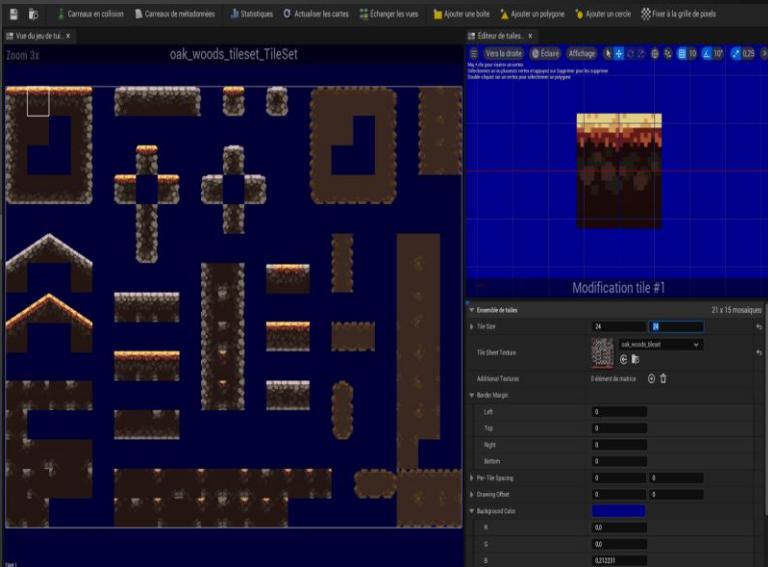
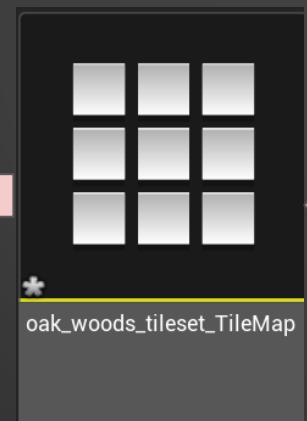
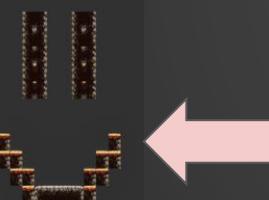
- | | | |
|---|--|------|
| 1 | Bubble Bobble Double Shot ost
- Tittle Screen | 0:47 |
| 2 | Bubble Bobble Double Shot ost
- Main Menu | 1:12 |
| 3 | Bubble Bobble Double Shot ost
- Your Quest Begins | 0:13 |
| 4 | Bubble Bobble Double Shot ost
- Rounds 1-10 Bubble Plains | 1:39 |
| 5 | Bubble Bobble Double Shot ost
- Rounds 11-20 Rocky... | 1:43 |
| 6 | Bubble Bobble Double Shot ost
- Rounds 21-30 Windy Hilltops | 1:20 |
| 7 | Bubble Bobble Double Shot ost
- Rounds 31-40 Dark Cavern | 1:44 |
| 8 | Bubble Bobble Double Shot ost
- Rounds 41-50 Mushroom... | 1:31 |

El señor weegee

Base du Tile Map



Ensemble de mosaïques

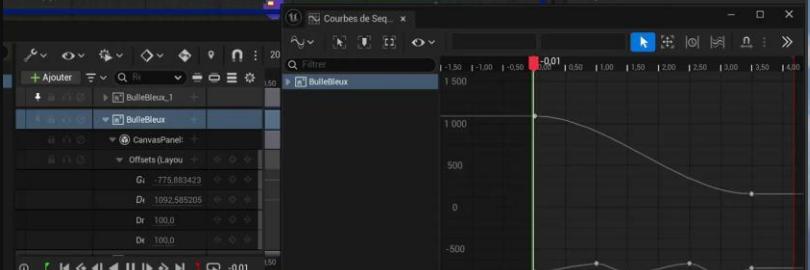


Les Déplacement

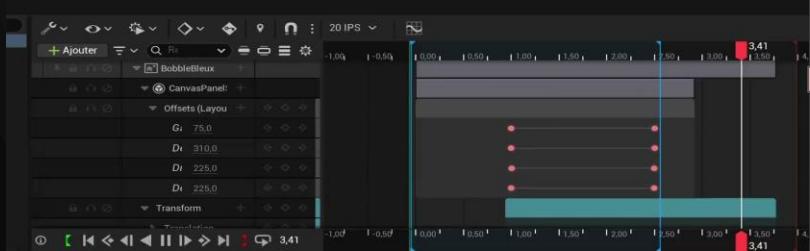


Start
Crédit
Quitter

BUBBLE
BOBBLE



Échelle DPI 0,67



Animation du menu



SCORE :

Text Block

VIE :

Text Block

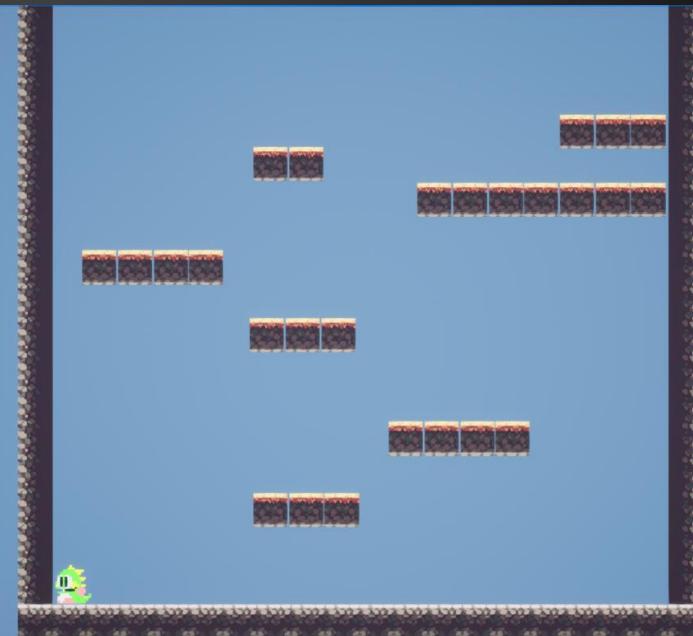
LE HUD

SCORE :

0

VIE :

3





Les Plateformes

L'invincibilité



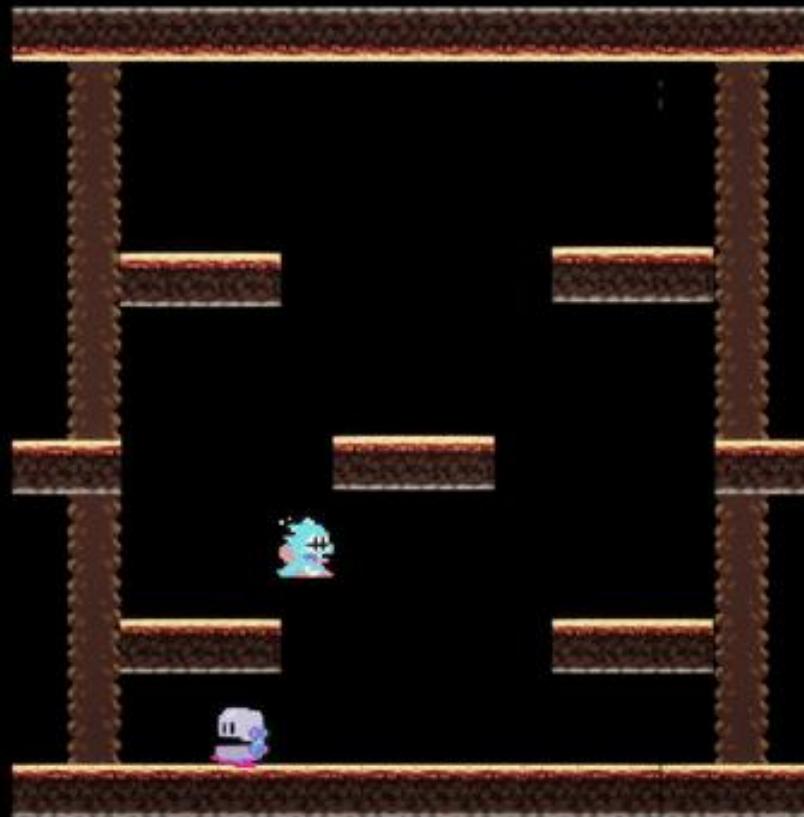
SCORE :
Shift+F1 for Mouse Cursor

0

VIE :

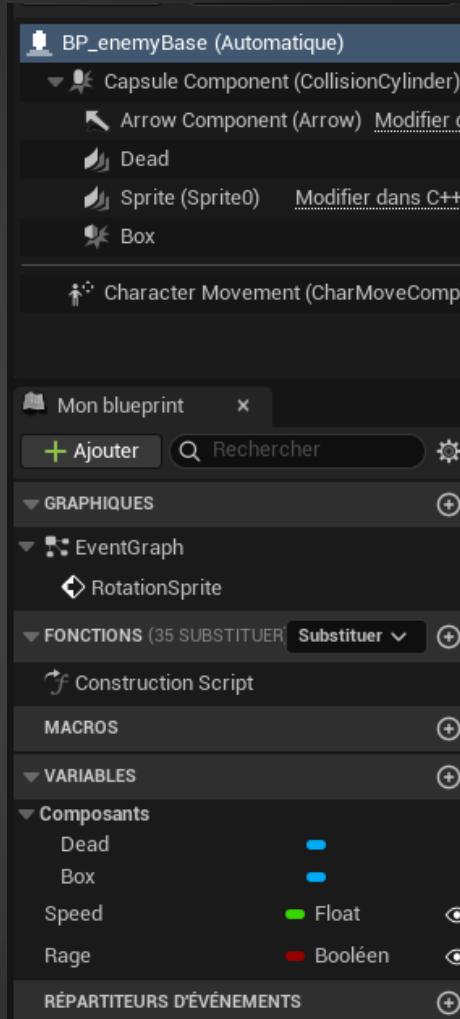
2

Système de vie et
Game Over



Les ennemis

- Même parent
- Centraliser les comportements communs



Ennemi A

- Mouvement simple
- Changement de direction lors d'une collision
- Gravité



Ennemi B

- Mouvement aléatoire
- Changement de direction
- Traverse les plateformes



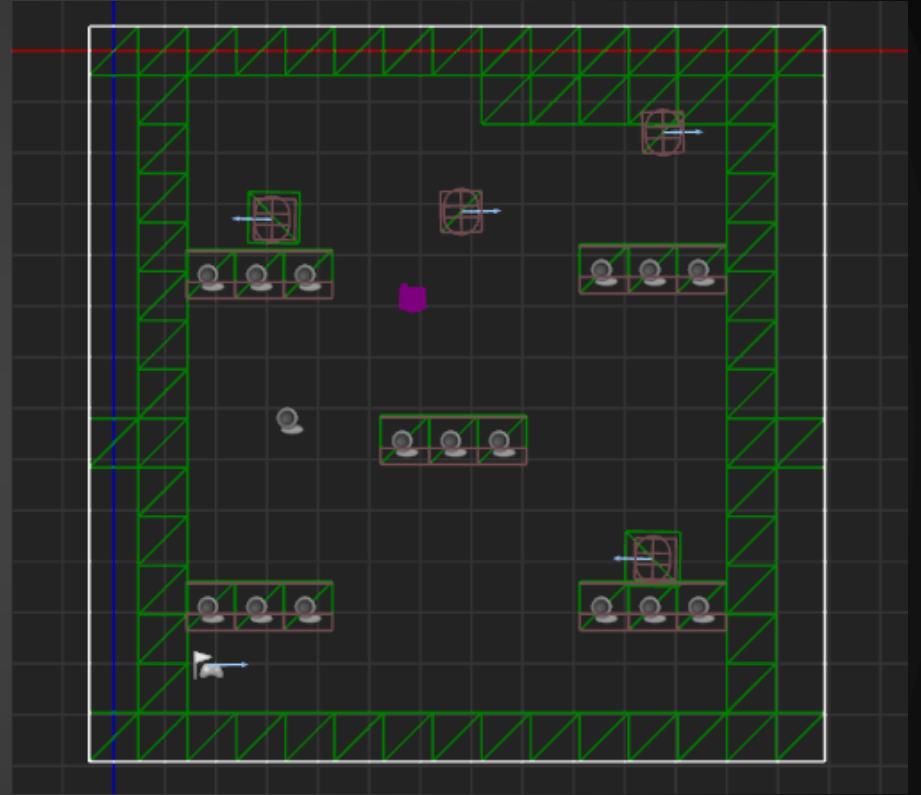
Ennemi C

- Mouvement orienté vers le joueurs
- Traverse les plateformes



Création des niveaux / Changer de niveau

- Une Tile map par niveau
- Construction a la main
- Placement dans le monde
- Détection des ennemis mort (Manger par le player)



BUBBLES



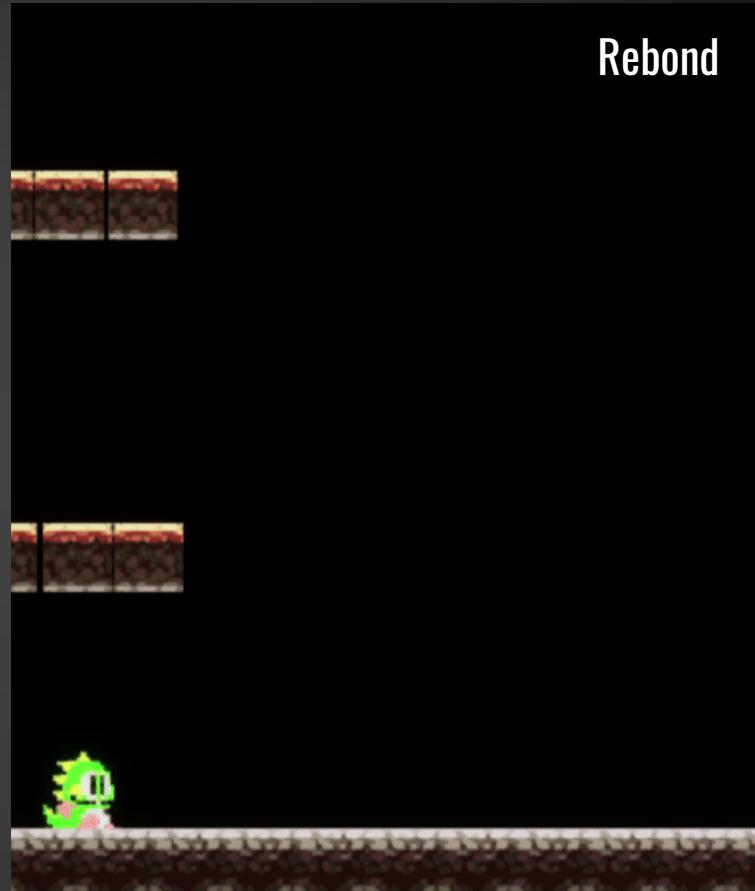
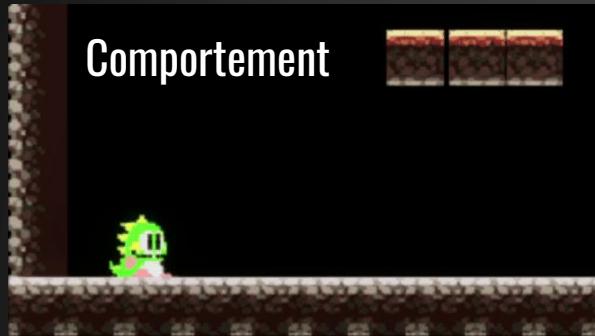
BUBBLE BOBBLE
FOR X68000
NOW LOADING



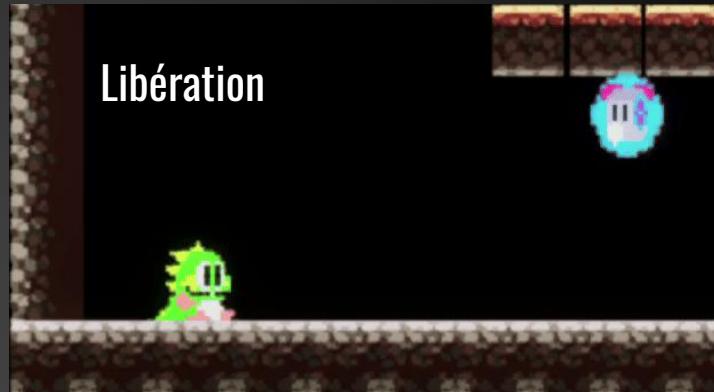
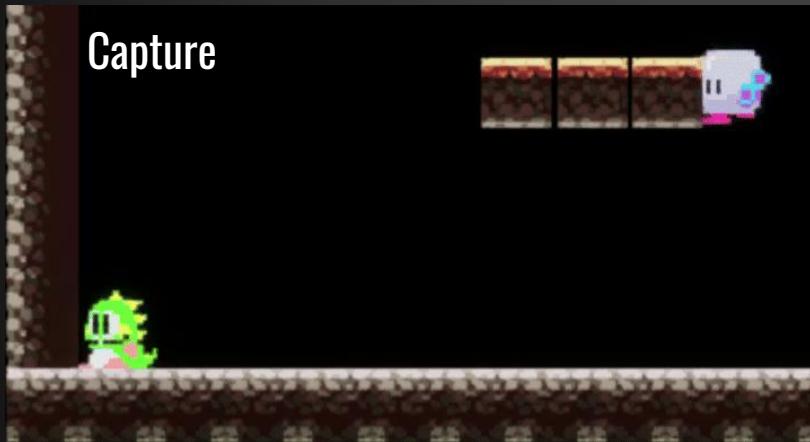
©TAITO CORP. 1989,
LICENSED TO DEMPA.

Rea.

Partie 1 - Mouvements



Partie 2 - Trap Les Ennemis



Partie 3 - Items de Score



SCORE :

0

Ramassage



SCORE :

100

Combo

