

BUBBLE BOBBLE

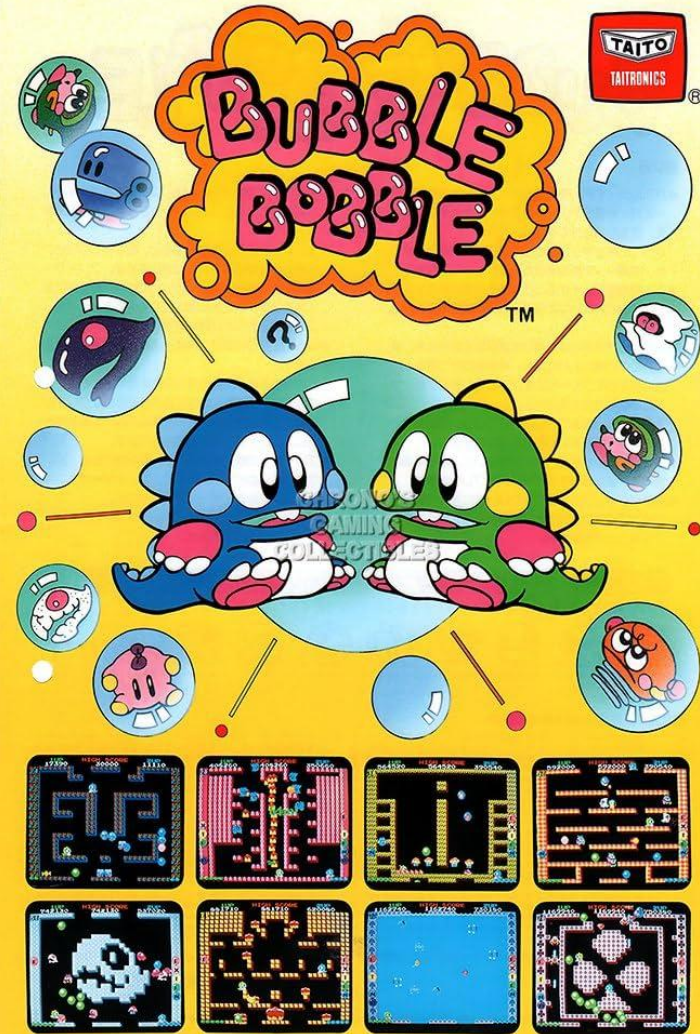
Fait par

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Mathieu Couronne, Étienne Labbé



TAITO

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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.

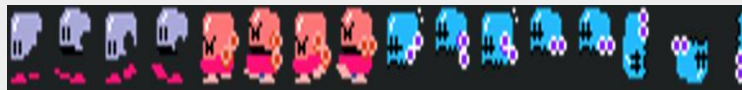
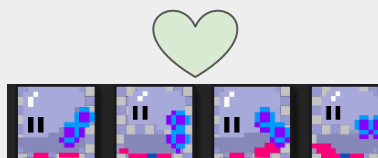




THE SPRITERS RESOURCE

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

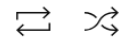
Taille de
645x1746



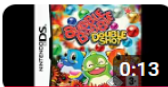

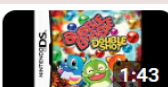








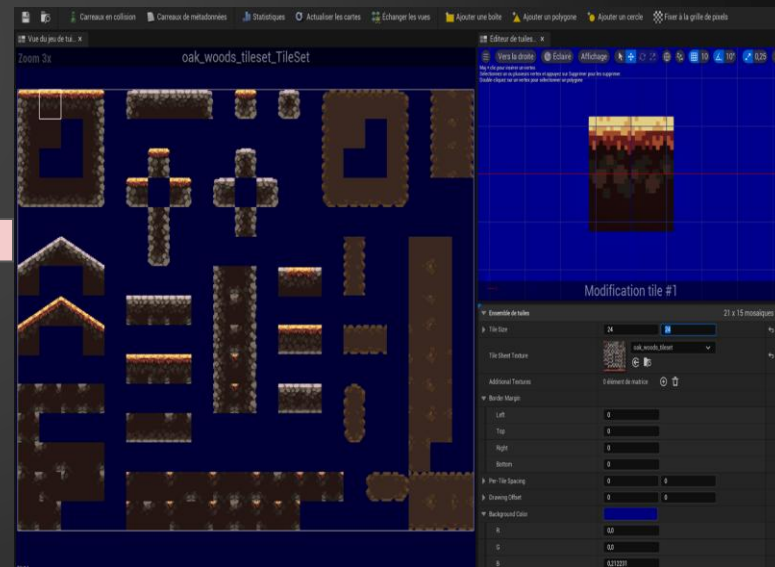
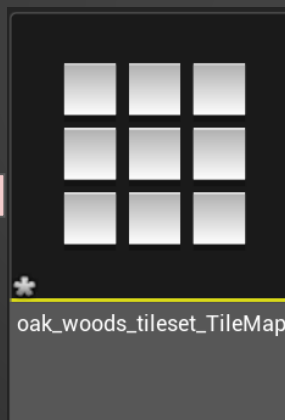
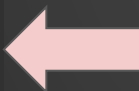
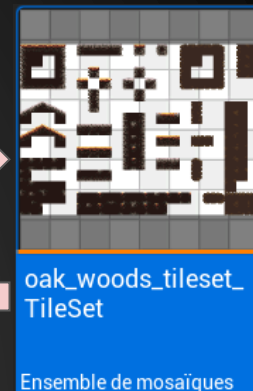
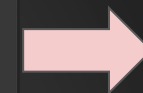
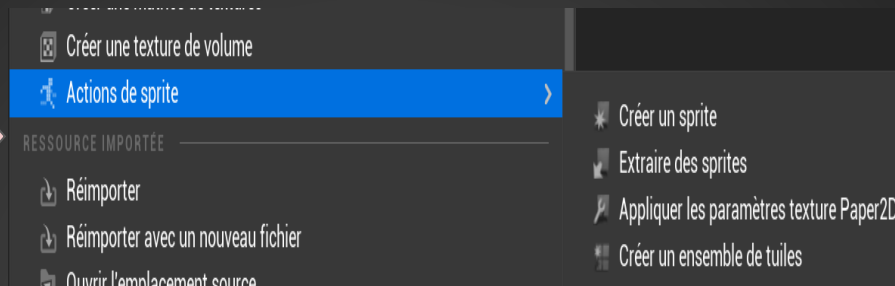
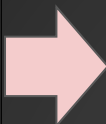
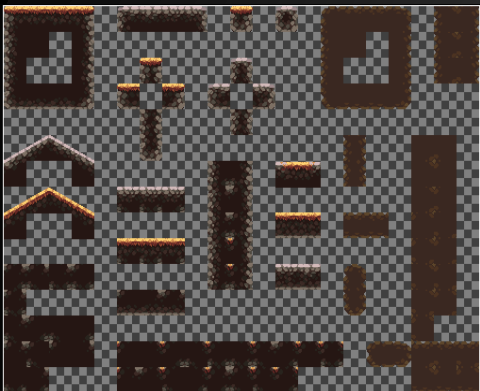
Bubble Bobble Double Shot ost

El señor weegee - 4 / 25



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

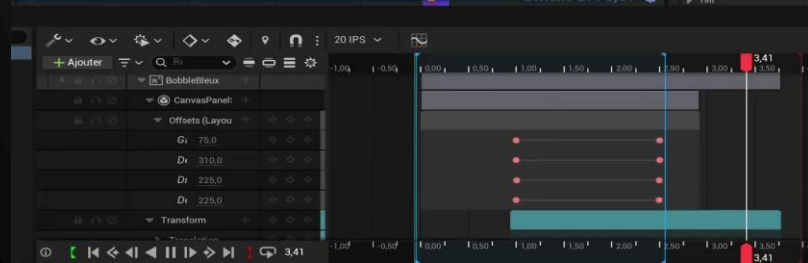
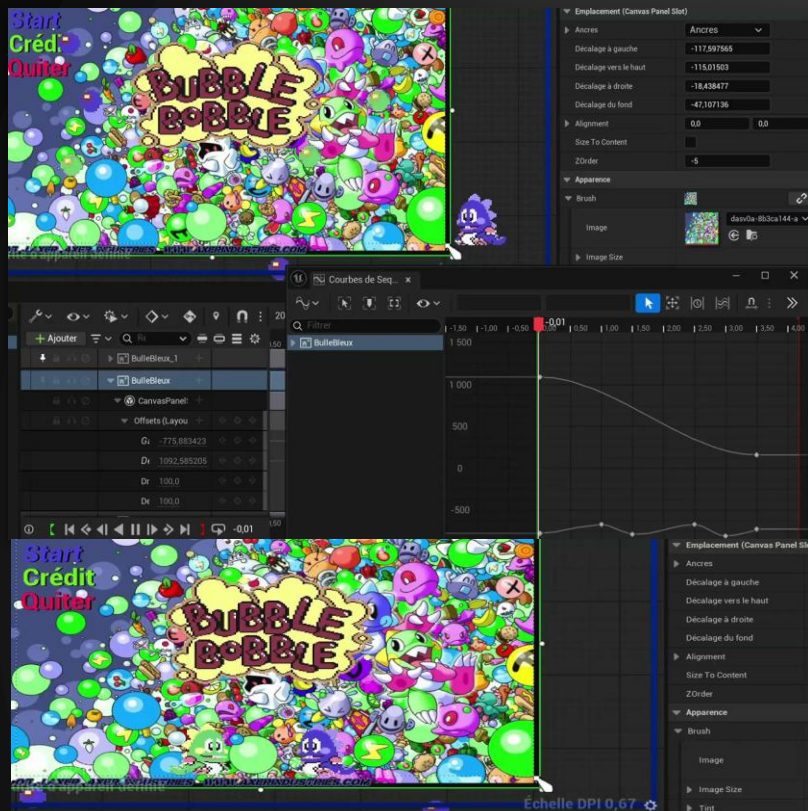
Base du Tile Map

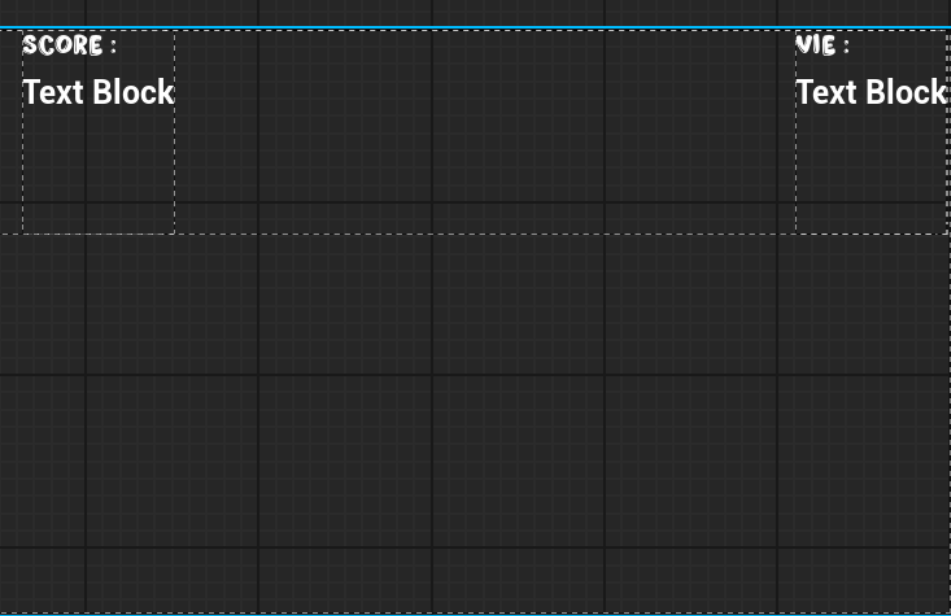


Les Déplacement

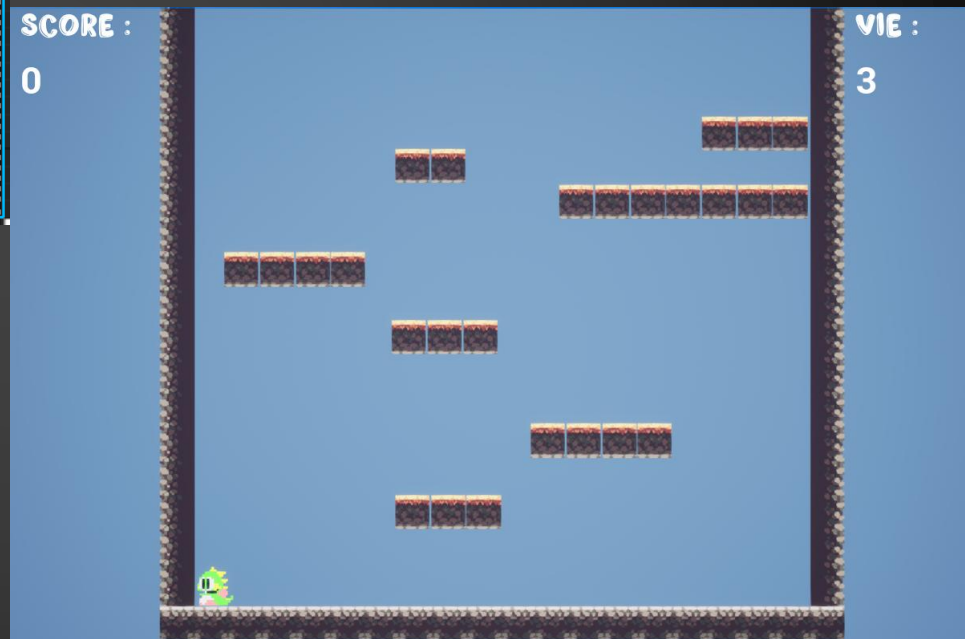


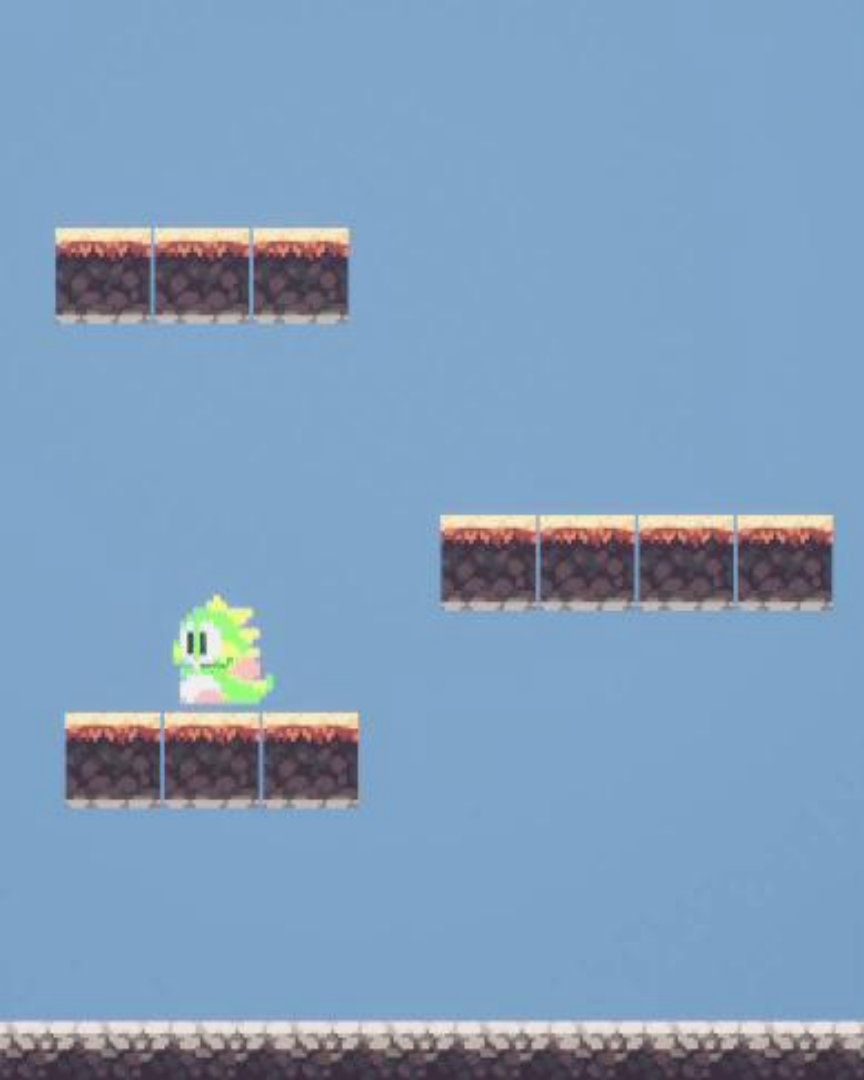
Animation du menu





LE HUD





Les Plateformes

L'invincibilité



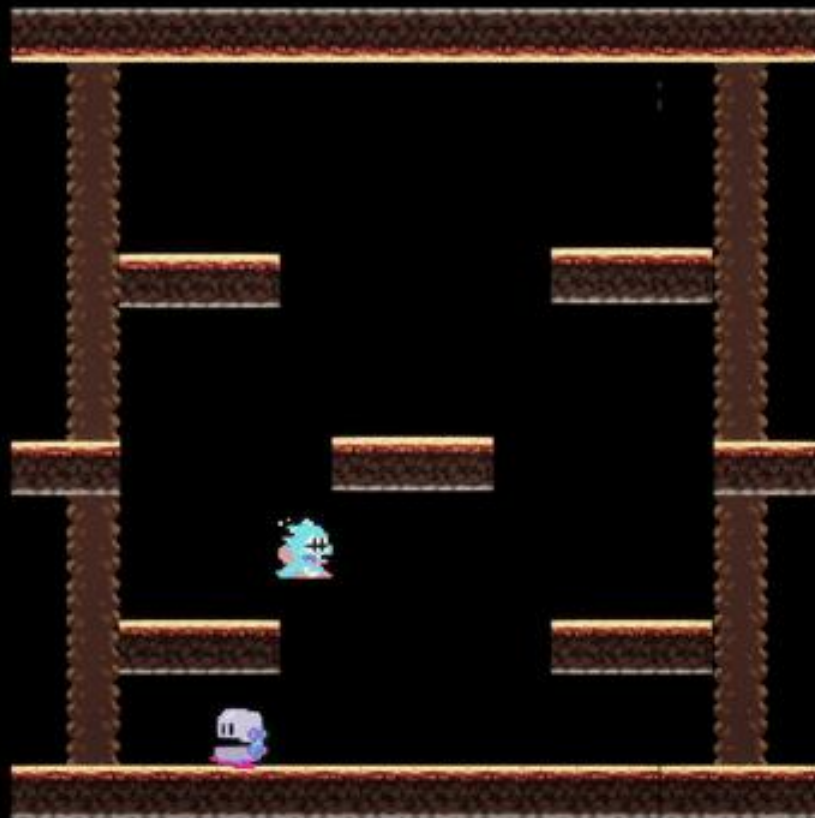
SCORE :
▶ Shift+F1 for Mouse Cursor

0

VIE :

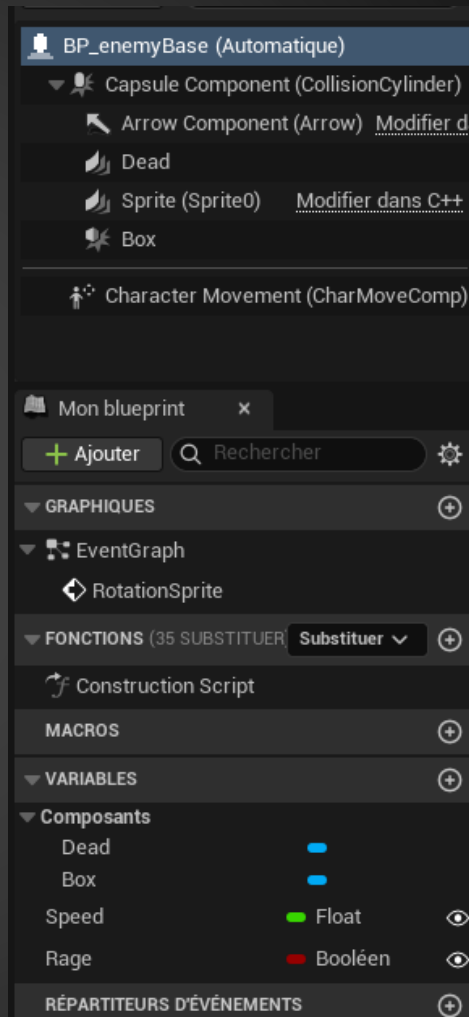
2

Systeme 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



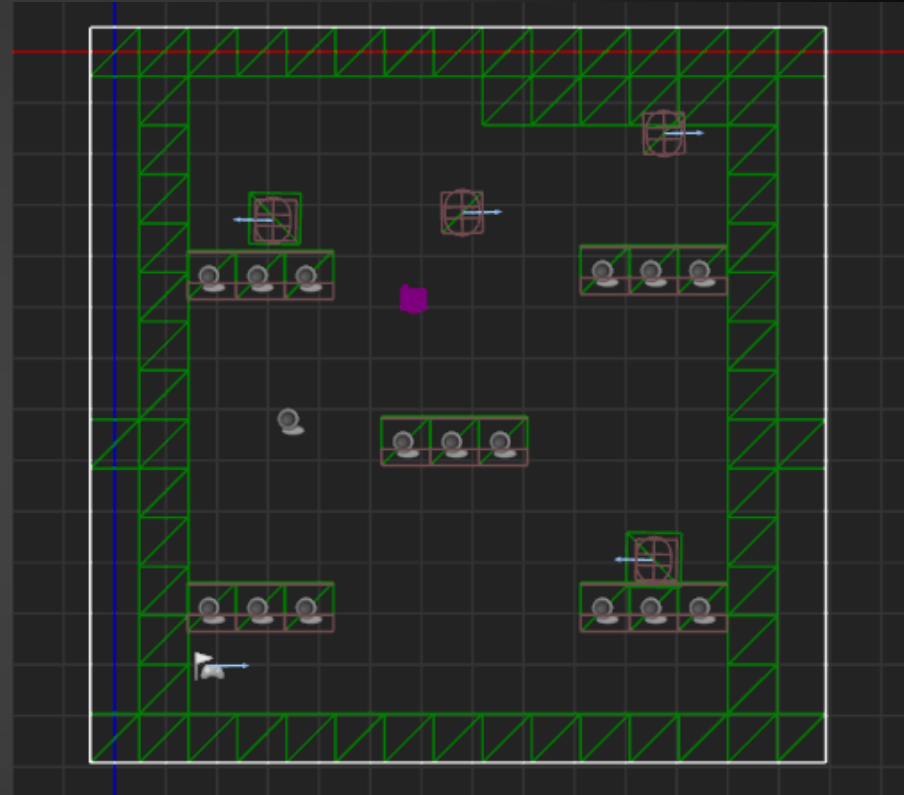
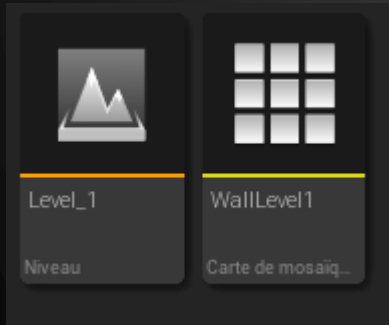
Ennemi C

- 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



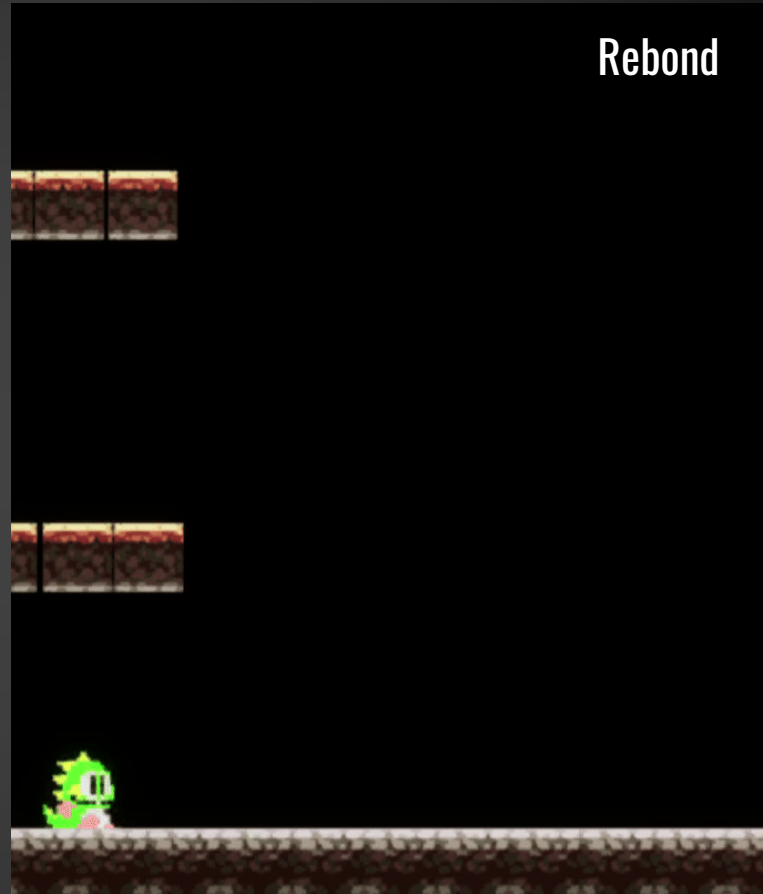
BUBBLE BOBBLE
FOR X68000
NOW LOADING



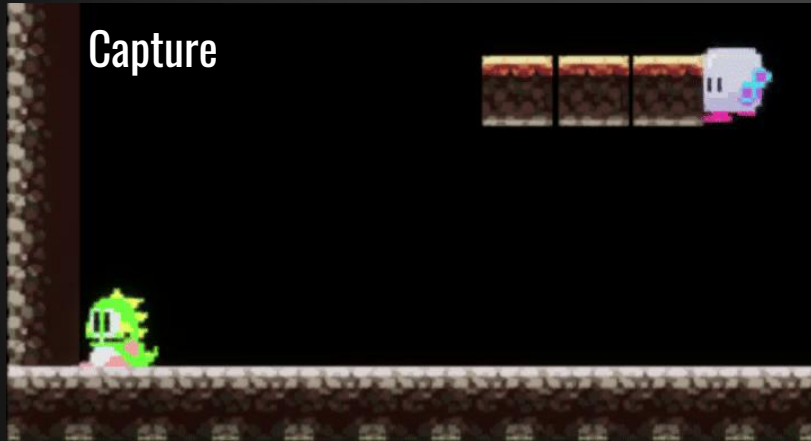
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Rea

Partie 1 - Mouvements



Partie 2 - Trap Les Ennemis



Partie 3 - Items de Score

SCORE :

0

Ramassage



SCORE :

100

Combo

