



Carnegie Mellon University

Bubble Bobble

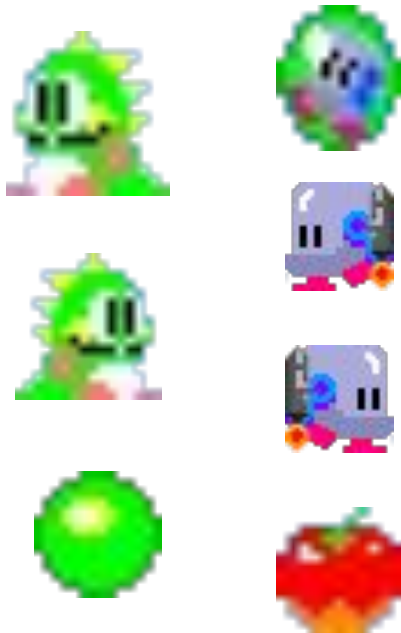
Group: **HaveAGoodDay**

Overview

- designed by Fukio Mitsuji, a classic popular Japanese arcade game



Components



- simple_bitmap/
 - template
 - map
- tiles/
 - dragon
 - enemy
 - fruit
 - bubble
 - trapped_enemy
- mmplayer/
 - music_samples
 - player





Current Progress

- Statically loading 3 different maps with simple_bitmap, tiles
- Correctly loading dinosaurs, monsters, bubbles, and fruits
- Define several important objects structure
- Moving dinosaur into correct direction based on the keyboard input
- Emitting bubbles when pressing the white space
- Enable attacking functionalities
- Eat fruits to obtain scores

Expected to Achieve Finally



- External library used: simple_bitmap, tile, MMPlayer
- Single-player mode game.
- Background music for entire game.
- Player can move along platforms, fall to lower ones, and jump to higher ones and over gaps.
- Level is limited to a single screen, with no left/right scrolling.
- The players must blow bubbles to attack the enemies.
- Each enemy defeated by bubbles turns into a food item that can be picked up for extra points.
- All bubbles will float for a certain length of time before bursting on their own; players can jump on these and ride them to otherwise inaccessible areas.
- A player loses one life upon touching any free enemies.



Things to be dropped

- Using bubbles to trap the monsters
- **Reason:** we do not find the suitable image to represent the situation when monsters are being trapped by the bubble.
- **Solution:** Instead of trapping monsters, we directly use bubbles to attack the monsters. Once the monsters are being attacked successfully, the bubbles and monsters will both disappear. Fruits will still be generated randomly.