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Bubble bobble

Team：HaveAGoodDay
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Contents:

1. What is the game
2. How to Play the game
3. The product's advantage
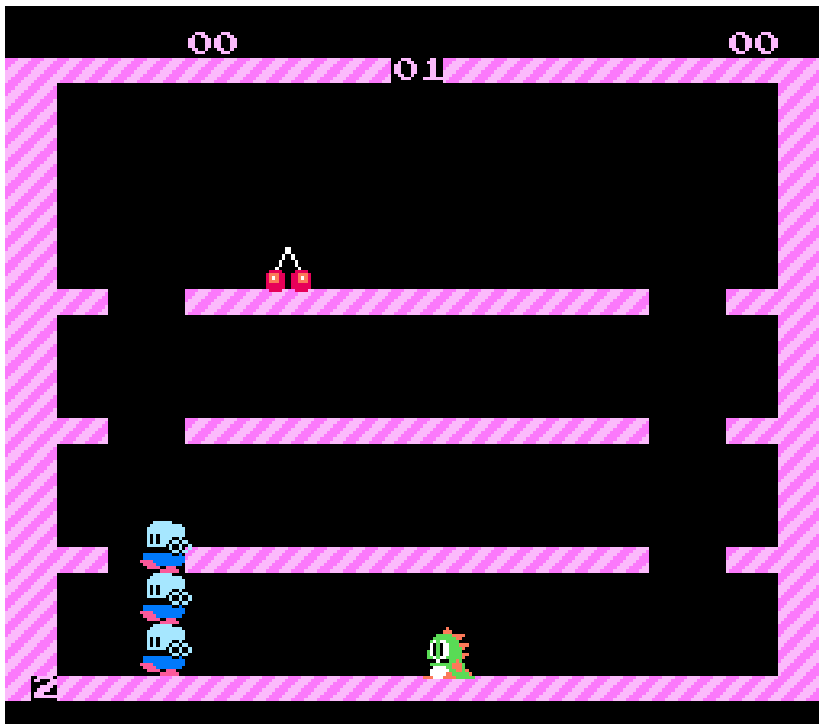4. who did what part of the development.

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Introduction:

Originally designed by Fukio Mitsuji, a classic popular Japanese arcade game.

Our version:

      Less levels

      Simplified Attacking process

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How to play:
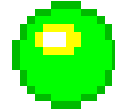
Goal: Defeat all enemy in each level

Right and Left to move Horizontally
Up to jump
Space to spit a bubble

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Advantages:

Own Background Music

Enemy direct chasing the player

Walking animation of player and enemy

Live demo

```
cmake ..\final_project\

cmake --build . --config Release --target
bubble_bobble

.\bubble_bobble\Release\bubble_bobble.exe
```

Contributions:

Chenlyu Zhao: Player class, Enemy class, Bubble class, moving and check moving condition of objects, main.cpp objects drawing, checking collision and hit between bubble, player, enemy, Ctests

Sherry Wu: Music, Prevent bubble across wall

Yuying An: Music, Prevent bubble across wall

Ying Luo: Music, Prevent bubble across wall

Zhanfan Yu: Player and Enemy walking animation, Eliminates black pixels drawing of objects

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