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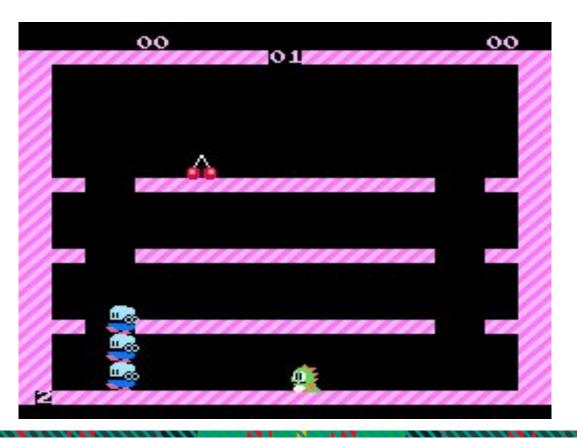
Bubble Bobble

Group: **HaveAGoodDay**

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

Features

- 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 trap the enemies, then burst these bubbles by colliding with them.
- 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.

Components

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

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Challenges

- Map generating

- Background music loading

- Moving mechanism

- Animation effects

- "Timer state" changing

- Event driven design

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