

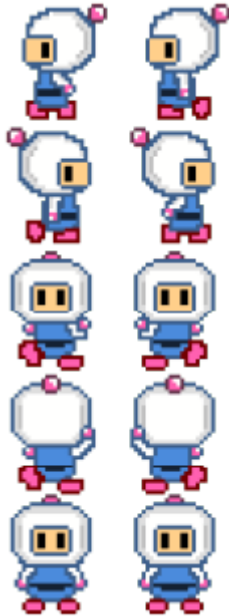
Bombberman

Gokhan KABAR & Ala
eddine BEN MAAMER

La map

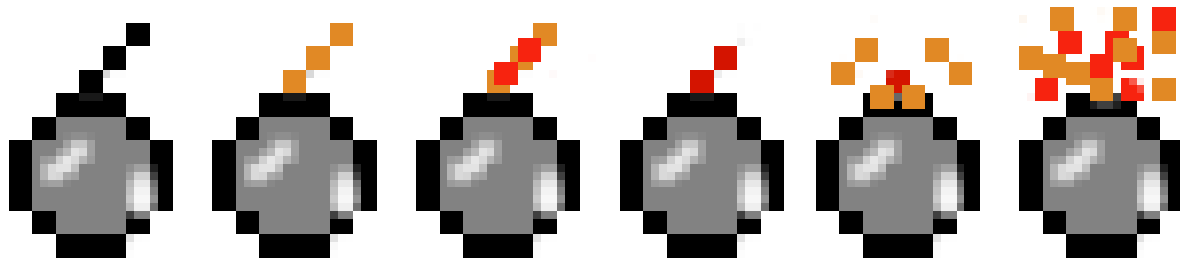


Les deux joueurs et déplacements



```
function droite_1(){
    if (numero == 3) numero = 2;
    else numero = 3;
    posX += 20;
    collision(-20,0);
}
function gauche_1()
{
    if (numero == 1) numero = 0;
    else numero = 1;
    posX -= 20;
    collision(+20, 0);
}
function haute_1()
{
    if (numero == 7) numero = 6;
    else numero = 7;
    posY -= 20;
    collision(0, +20);
}
```

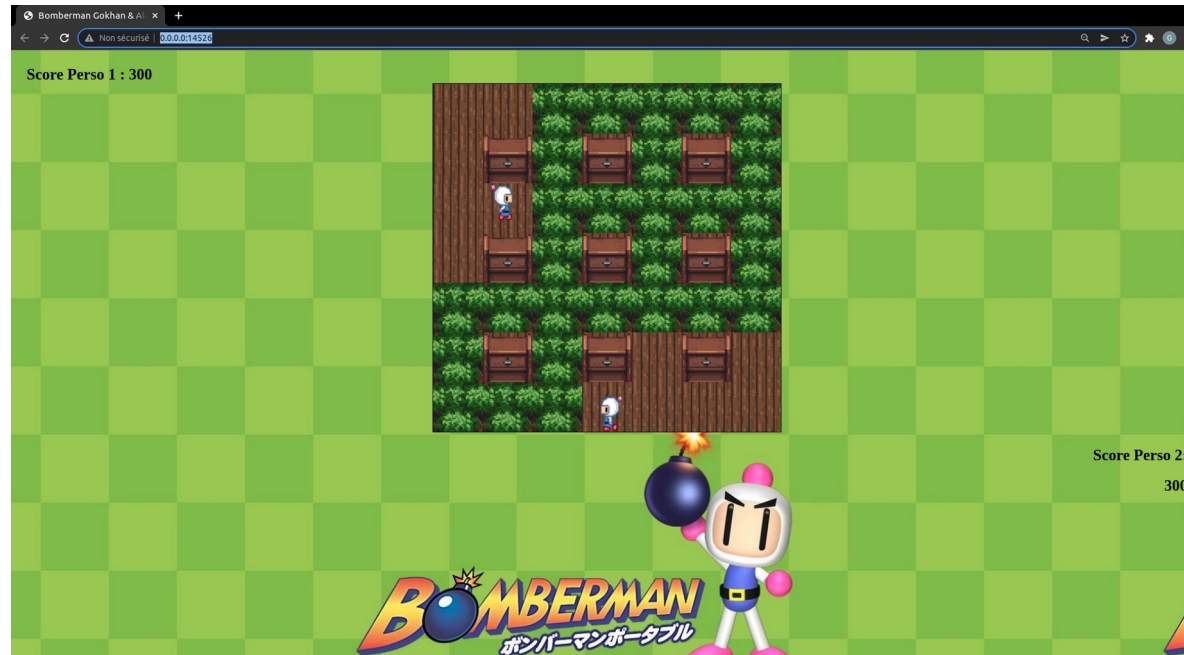
La bombe, l'explosion et le fond



Jouer tout seul

```
function game1(){
  let vr,vb,vd,vh,vba,vg;
  setTimeout(function(){ vr = setInterval(bas_1,500); }, 1000);
  setTimeout(function(){ clearInterval(vr) }, 7000);
  setTimeout(function(){ vb = setInterval(bombe_p1,500); }, 7000);
  setTimeout(function(){ clearInterval(vb) }, 8000);
  setTimeout(function(){ vr = setInterval(bas_1,500); }, 8000);
  setTimeout(function(){ clearInterval(vr) }, 11000);
  setTimeout(function(){ vd = setInterval(droite_1,500); }, 11000);
  setTimeout(function(){ clearInterval(vd) }, 13000);
  setTimeout(function(){ vb = setInterval(bombe_p1,500); }, 13000);
  setTimeout(function(){ clearInterval(vb) }, 14000);
  setTimeout(function(){ vd = setInterval(droite_1,500); }, 14000);
  setTimeout(function(){ clearInterval(vd) }, 18000);
  setTimeout(function(){ vb = setInterval(bombe_p1,500); }, 18000);
  setTimeout(function(){ clearInterval(vb) }, 19000);
  setTimeout(function(){ vd = setInterval(droite_1,500); }, 19000);
```

L'implémentation du jeu



Conclusion

