

## Overview

**Date:** Tuesday January 20, 2026

BOOM Tag is a real time multiplayer, 2D side view platform game that is designed for 2-4 players on various CSV maps. One player acts as the host, while up to 3 additional players join as clients over a network connection. Players can move, jump, and interact with the platforms while avoiding the “it”, who is either the player or an opponent, who has 15 seconds to chase down someone else to give the bomb to before it explodes. This game incorporates real time animations and uses the keyboard based controls for character movement.

## Requirements

- **2-4** player game: **1 host** and up to **3 clients**
- **2** different **platformer** maps in **Side View**
  - Defined in **CSV files**
- Players can move **Left, Right, and Jump**
  - **Keyboard** controlled using **WASD**
- Real time game using **Animation**
- Use of **SSM** and live **chat**
- Optional: special player skills or abilities

Example 1

Marcus: Yo what's up  
Max: HI hello  
Jaden:Hello!!!  
Max: HI LET'S PLAY!!!

**Chat Message**

```
if (keys[KeyEvent.VK_D])
```

```
String[][] mapData = new String[10][16];
if (mapData[r][c].equals("bg") &&
    groundBtn != null)
    g.drawImage(groundBtn, x, y, 80, 45,
        null);
```

```

//Server mode: client www.timeo.jp
if (SocketChannel.getSocketChannel().equals("Server")) {
    //Server mode: listen a server socket and wait for connections
    Socket layers = 1;
    updateOnlyNetwork();
    if (socket.connect()) {
        cardLayout.show(MainContainer, "CONNECT");
        waitingLabel.setVisible(true);
    }
} else {
    //Client mode: connect to the server IP
    String ip = "192.168.0.102";
    socket = new SocketChannel(ip, SocketPort);
    if (socket.connect()) {
        socket.getOutputStream().write("Hi");
        waitingLabel.setVisible(true);
        waitingLabel.setText("CONNECTED: WAITING FOR MSG...");
        connectAction.setEnabled(true);
        connectButton.setVisible(false);
    }
}
}

```