

we think code_
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C++ Module

Bombberman

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```

      110
    01000
  0101011000110
010101100011000
0101011000110001
0101011010110001
010101101011010100
0101101011010100110
      010110101001
        0101101010
          101101010
            10110101
              101101010
                1011010
                  110010
                    11001
                      1001
                        10

```

Introduction: What is bomberman?

The bomberman project is a we think code_ take on the classic bomberman.

As per the requirements of the project the gameplay is two dimensional in a three dimensional space. The entirety of the graphics aspects of the project utilises OpenGL. GLFW was used for window creation as well as key inputs. SFML was used for sound.

Program overview

- Why OpenGL
 - Cross platform
 - Low level manipulation
 - Because the PDF said so
- Why GLFW
 - Minimalistic
- Why SFML
 - Ease of usage



Quick Start Guide

Mac OS X

Clone the repo by typing “git clone xxx” in a terminal window.

You will be required to export the ENV variables in order to run the program.

To export the ENV variables simply type out

“export DYLD_FRAMEWORK_PATH=\"\$\$(PWD)/SFML/Frameworks” in the terminal and hit enter.

Once the ENV variables have been exported the game can be run by typing “./Bomberman” in the terminal window.

Interface

Upon starting the game you will be presented with a game menu (this menu can be accessed by pausing the game). This menu lets you start/load the game as well as change various settings.

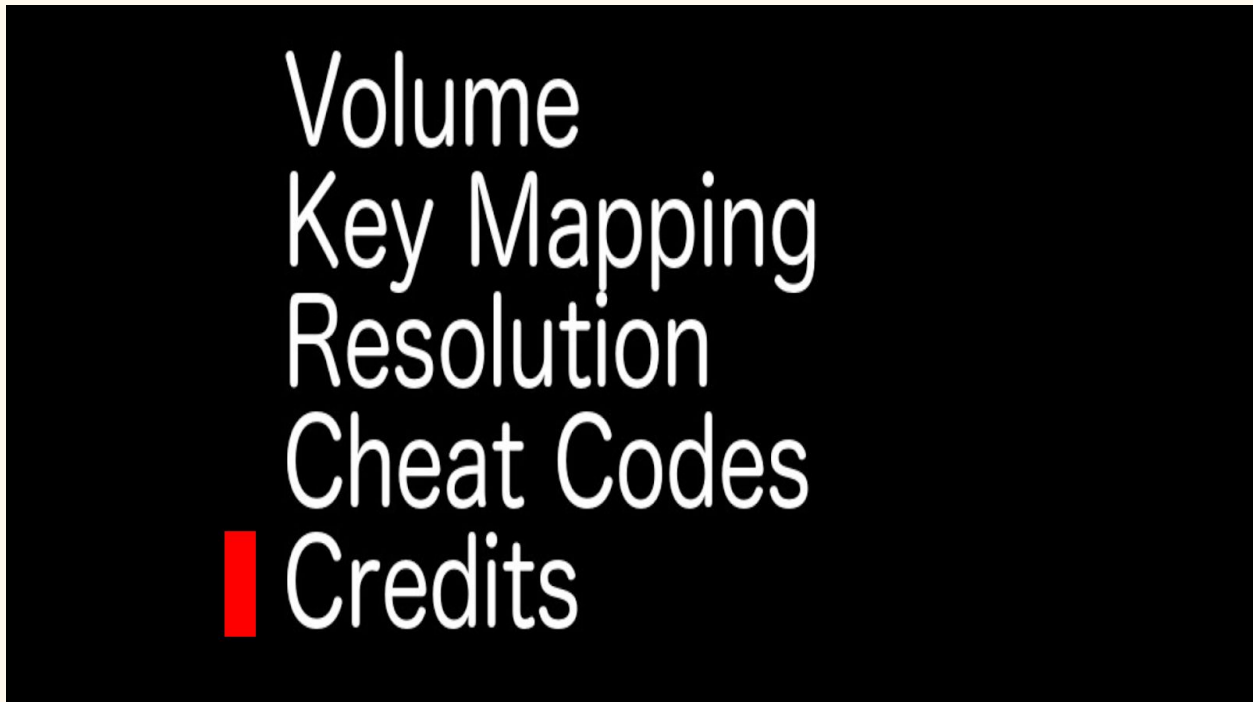
The Main game menu



Settings

By the settings option you will be able to make certain changes to the game (such as volume, resolution, key mapping etc).

The Settings menu



Install Bomberman

****Pending stand alone installer****

```

      110
     01000
    0101011000110
   010101100011000
  0101011000110001
 0101011010110001
0101011010110100
0101101011010100110
   010110101001
    0101101010
     101101010
      10110101
       101101010
        1011010
         110010
          11001
           1001
            10
```

Main Interface

Once you start the game you will an interface similar to this:



```
110
01000
0101011000110
010101100011000
0101011000110001
0101011010110001
010101101011010100
0101101011010100110
010110101001
0101101010
101101010
10110101
101101010
1011010
110010
11001
1001
10
```

FAQ

Q: I am getting the following error when I try and run the game:

```
“dyld: Library not loaded:  
@rpath/sfml-graphics.framework/Versions/2.5.0/sfml-graphics  
Referenced from: /goinfre/jngoma/Bomberman_beta/./Bomberman  
Reason: image not found  
zsh: abort    ./Bomberman”
```

A: This error message occurs when the ENV variables have not been set. To remedy this error type the following in your terminal and press enter:

```
“export  
DYLD_FRAMEWORK_PATH="/goinfre/jngoma/Bomberman_beta/SFML/Frameworks””
```