

We think code_
2nd Year
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C++ Module

Bombberman

Documentation

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.

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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.

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

Interface

Settings

Install Bomberman

Main Interface