



# Bomberman

Dominik Mehren  
Lisa Rey  
Philipp Kochanski  
Sebastian Brink  
Thomas Germer

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# The Game

## What is Bomberman?

//YEYE

## Power-ups

Blalba

## Main menu

[PICTURE OF MAIN MENU] (yeah, who would've expect that...)

<b>Singleplayer</b>	This will start a singleplayer game with 3 bots.
<b>Controls</b>	Opens a window which shows you how to play.
<b>Windowed / Fullscreen</b>	Choose whether you want to play in window mode or in fullscreen mode.
<b>Map</b>	<p>Choose one of the predefined maps or let the game generate a map randomly (map size: 13*13). You can also load one of your one maps (needs to be in the .xml format(!)). The button will indicate whether the loading was successful or not. [picture of drop down menu opened!! &amp; load map button marked + load map button after successful loading!]</p>
<b>Start Network Game</b>	Opens the window which contains all stuff needed to start a network game. Further information in the network section.
<b>Open Map-Editor</b>	Opens the map editor. Further information on how to handle the editor and create your own maps in the Map-Editor section.

## Controls

Move left	'A'
Move right	'D'
Move up	'W'
Move down	'S'

Place bomb	'E'
Place super bomb	'R'
Place box	'Q'
Close window	'ESC'

## Singleplayer

//TODO

## Network

Play with up to three friends a network game and find out who's the best.  
If you don't have enough friends to play with, the server will automatically fill up the remaining player slots with bots (if you checked the checkbox).

**Start server** A server is necessary to run the game. Only one player has to run the server. Everyone else can join the running game via "connect to server".  
[picture of network frame with start server button marked]

**Connect to server** Once a server is running and you entered the right IP, you can connect to an existing server in your local network.  
[picture of network frame with connect to server button marked]

**Change/confirm IP** Here you can change the IP (if necessary). The IP is important so that the client can find an existing server to connect to. If you decide to change the IP, you'll have to confirm your changes before proceeding.  
[same here]

## Map Editor

Build your own maps and challenge yourself with new, crazy map patterns.  
To prevent bugs you may only build maps that are framed by indestructible walls.

[insert general map editor overview - big]

## Build a map

**Sliders** Here you can modify the map size. A map should contain 5x5 tiles at least. Notice that a map may not be greater than 21x21 tiles. (This is **not** Minecraft!)

**Drop down menu** Select the specific field you want to place on the map. Keep in mind that a good map should be surrounded by indestructible walls.

**Load / Save Clear** Load an existing map via the load button. Maps are saved in the .xml format. Any attempt to load another file format will be ignored.  
[maybe picture of load dialog]

Save an existing map via the save button. Maps **need to be saved** in the .xml

format to work properly!  
[picture save dialog?]

The clear button will erase all your modifications and will give you an empty map to work with.

[before/after comparison -> modified map / cleared map – medium picture]