



# Bomberman

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# The Game

## What is Bomberman?

//YEYE

## Power-ups

Blalba

## Main menu

lala

## Controls

//TODO

## Singleplayer

//TOD

## 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]