Game Design

# Bomber Man: Not a bootleg edition

## Game Mechanics

The Bomber Man game will play much similar to how its predecessors played out. On a flat 2D map, you who takes control of a Bomber-man are tasked with eliminating all the other Bomber-mans on the level by using bombs. The player and the enemies (either other players or NPCs) will drop bombs near each other in an attempt to eliminate each other whilst avoiding to get eliminated themselves by bombs placed by others or even themselves. There will also be pickups which will increase the player or NPC walking speed, increase their bomb explosion reach, the amount of bombs they can place and even the ability to pick up/kick bombs.

## Core Gameplay

The core gameplay consists of characters which will the full movement set of a 2D top down game (either players or NCPs) placing bombs underneath themselves in order to eliminate other players.

A simple kill counter as well as score will keep track of the player in terms of how the players or NPCs will be ranked.

## Game Play Elements

## Game Physics and Statistics

## AI (Questionable)

## Multiplayer (Possibly using Socket.io)

## Flowchart

## Function Requirements

## Mock-ups

## GUI Objects

## Art and Video

## Overall Goals

## 2D Art & Animation

### GUI

### Marketing and Packaging

### Terrain

### Game Play Elements

### Special Effects

## Sound and Music

## Level Design