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**BoB (Bomb or Build)**

A CLI Based Game

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# Background Story:

Our little Brewster used to be a farmer and grew cherry in his farm. He loved cherry and cared for it caused he loved it so much. But, circumstances changed and when an alien ship arrived to rob people of earth from their cherries. Brewster quickly hid the cherries underground so that alien are not able to see it. He was able to trick the aliens for some time but it didn’t stop there.

One day he listened to the broadcast that an earth quake was on its way toward the area where Brewster hid the cherries. He love his cherries because he grew them with so much love. Hence, he decided to collect all the cherries he hid from the field. But, the problem is that field is being patrolled and guarded by many alien enemies.   
 As “Desperate Times Requires, Desperate Measures”, He bucked himself up and with the help of his friend he created a device to deploy a miniature bomb to open up the field for his cherries and defend his cherries from the aliens who are chasing him.  
His device also has the capability to store blocks in compressed form (a technology used by aliens) and deploy them anywhere, but there is a catch, the quantity of compressed blocks is limited. He must use the blocks given to him by his friend wisely or else he need to gather compressed block resources spread across the field.

# Description of Game:

Game consists of multiple level of mazes with platforms connected to each other with stairs. Our objective cherries are present beneath the ground. All cherries must be collected to proceed to next level. Our Player (Brewster) must use bomb to open up the ground but he need to do it carefully as he can get trapped inside ground. Player also has the ability to put blocks, but the resources are limited. The Enemies (Gunner, Speedy, Pole, shorty) try to intercept the path of player. Collision with enemies results in loss of player lives. Player must collect as much cherries as he can. Each cherry collected results in increase of total score. You can finish the game by completing all levels. Each level is difficult than the last one.

# Game Character Description:

## Player:

There is one human player in the game.

### Brewster:

Brewster is the main character of the game. He loves his cherries and willing to do anything to protect them. He carries a kit made by his friend which deploys bomb in front of him. His kit also enables him use alien’s compressed block technology and place block in desired location but he has limited stock of compressed blocks lend to him by his friend. His friend also lend him a jetpack he built in his free time.

## b) Enemies:

There are 4 types of Enemies in the game.

**i. Gunner:** Gunner is an alien enemy who has expertized the mechanics of gun. He has mounted his custom made .50 Caliber gun on different location of the maze. Providing a large range of protection cover. However, he has put his big guns with higher fire rates at priority fields(higher levels). Gunner provides coverage of long distance but this comes with a drawback that he cannot move his gun. Therefore, he has static position.

### Speedy:

Speedy is one of the aliens who has spent a little to much time on treadmill in gym. He has lot of stamina enabling him to move faster than other aliens. However, his excessive run has made him weak. Thus, He is only able to do half of damage as compared to other aliens. He is active and relentless. Brewster must keep an eye for Speedy.

### Pole:

Pole alien comes from a species of aliens who are known for their tall size. He is tallest of all the enemy aliens. He is so large that Brewster is unable to jump above him without jetpack. However, due to his tall size,   
 he can only move horizontally in a row.

### Shorty:

Shorty is the smallest of all the enemies. He is so small that Brewster can easily jump over him.But, don’t take shorty for his size only.  
 He deals a lot of damage, costing Brewster a whole life. Brewster must  
 be very careful around him.

# Game Objects Description:

### a) Cherry:

Cherry is the main item of the game. Player is required to gather all the cherries to advance to the next level. Each cherry recovery results in addition in score point by 10.

### Compressed Blocks:

Compressed blocks are spread across the field. They are packs that increased the amount of compressed blocks player have in his backpack kit.

### Walls:

The Field is dividing into different sections. Each level has fixed walls which acts as barriers preventing player or enemy to move beyond it.

## Platforms:

Each field is divided into different platform in which cherries are buried. Platform are connected to each other with ladders. Player must use ladders to access higher platforms.

## Ladders:

Ladder are the connecting point between to different platforms. Player can use ladders to move the other platforms.Aliens can also access ladders.

# Rules and Regulations:

## Player:

Brewster can move in any direction. Brewster has access to infinite bombs but the compressed block are limited. Brewster can jump with a height of one block. If Brewster recovers a cherry, his score goes up by 10 points. Brewster loses health if he collides with enemies (pole, gunner & speedy) and loses whole life if he collides with enemies (shorty).

Player when hit by an enemy will gain temporary invincibility. During, this period enemies cannot damage or track the player.

## b) Enemies:

Gunner can only shoot at a constant speed. Gunner fire rate increases with the increase in level. Gunner has fixed position and cannot move. Collision of Brewster with Gunner’s Bullets results in 30% health reduction.

Speedy has tracking on line of sight. He can track Brewster and move faster than other enemies. Speedy upon collision with Brewster deals 10% reduction in health. Speedy can use ladders.

Pole can only move in horizontal direction in fixed platform. He movement is patrolling. Collision of Brewster with Pole results in 20% health reduction. Pole cannot use ladders.

Shorty patrols in fixed platform. Brewster can jump over shorty. Shorty upon collision with Brewster deals in 1 Life loss. Shorty cannot use Ladders.

# Objective of Game:

The objective of game is to collect all cherries to advance to next level and complete all levels of game while trying to stay alive, avoiding enemies.