Project Architecture

The Bomberman Program has a precise scene architecture. This architecture favors a path that the user must follow in order to correctly configure the game.

<u>Here is a description of the scenes in the Bomberman program:</u>

- **Main Menu**: This is the user's point of entry into the program. From this scene, the user can access the options, the configuration scene, or exit the program.

- **Options**: From this scene, the user can configure the program according to his preferences. The user can also go back to the previous scene, or directly back to the main menu. The user can configure:

  ◦ Sound volume (between 0 and 100. Default is 10)

- **Save/Map Selection**: From this scene, the user can resume a game already started, or start a new game on a new map.

- **Character Selection**: This scene is dedicated to the selection of characters, the choice between players and AI as well as the choice of controls.

- **Game**: This scene is dedicated is the playground of the Bomberman game. Players compete according to the rules of the bomberman game, as well as the parameters previously defined in the game's configuration scenes.