

User Manual

Name of Software: Project BomberMan

Implementers:

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Program Description:

Project Bomberman is team 10's interpretation of the classic Bomberman game.

Here are the various objects of the Bomberman game:



The Player



The Bomb



Blast Power-up



Bomb Power-up



Boss Enemy



Basic Enemy



Ghost Enemy



Soft Block



Hard Block

How to Play:

To start a game, the user selects new game from the main menu, selects either 1p or 2p mode and then a difficulty. The game then asks for the user to input a name and then randomly generates the map.


The map looks like such:




There is a grid of hard blocks which creates the outline of the map. In between the hard blocks are spawned soft blocks as well as enemies. The player is spawned always at the top left corner of the game map.


The goal of the game is for the player to destroy all the enemies on the map. Once this is accomplished, the player then goes to the next level. Whenever a player destroys an enemy or a soft block he receives points to add to his score.

In order to do this the player must move around using the arrow keys and drop bombs in a strategic manner to destroy the enemies



These are bombs that the player drops: 

Bombs are dropped using the space button. They explode after a brief time delay and destroy everything in the blast radius, including the player. Bombs cannot destroy hard blocks.

Every two levels, instead of spawning basic enemies, the game spawns ghost enemies . These enemies can move through the soft blocks.

Every three levels, the game spawns a boss enemy  that can drop bombs which can destroy everything except enemies.

To help the player accomplish the task of destroying enemies, the game spawns powerups. Whenever a soft block is destroyed, there is a chance that it contains a powerup. There are two types of powerups.

The blast power-up  which increases the blast radius of the players bombs and the bomb power-up  which increases the amount of bombs the player can have in his arsenal. The basic blast radius is one grid block and the starting inventory of bombs is 1.

The game has infinite levels and the difficulty and enemies scales with level so after a certain level, it is impossible for human players to beat the game.

How to run the program:

Compile GameEngine.java using eclipse. Create a project using the ProjectBomberman folder or else the game will not be able to trace the image path and load the appropriate images.

Known bugs:

None.

