（黑屏）

（镜头垂直向下，缓缓升高）

闹钟响起，一个人躺在床上

床上的人：看着天花板说：多么美好的一天，我想要玩炸弹人

（镜头回到床边一人身后）

床边一人单膝跪地举着电脑：给你带来了！

（镜头旋转一圈，对准屏幕，上面是原版炸弹人）

（镜头垂直向下）

床上的人：这不是我要的炸弹人

（镜头回到床边一人身后）

床边的人啪关闭电脑盖子

床边的人：那我就给你升级一下

屏幕全黑

炸弹人(艺术字)

现已全新形式呈现！（第二行）

炸弹人地牢（新的一页）

展示功能：（转场特效）

强化道具（加速，加放炸弹数量，加威力，加血，加金币）（5种）

（展示包括：捡道具和角色性能演示）

商店系统

（展示角色进入商店，与商店界面）

终极技能

（5个终极技能依次展示）

购买钥匙并进入下一层

（点击购买钥匙画面，在门附近进入下一层）

屏幕全黑

全新的玩家对抗模式（艺术字）

（游戏画面：没有缩圈，2s后缩圈 + 缩到非常小的圈 两个画面）

（镜头切换两个人在玩pvp模式，背后的画面）

（镜头逐渐升高并向下，看得到电脑屏幕）

（分出胜负，p1气急败坏摊在沙发上，p2高兴地跳起来）

屏幕全黑

One more thing（艺术字）

只能晚上独自玩的模式（第二行）

Hard！（新屏幕）

（侧面镜头，全黑的房间，一个人坐在电脑前，屏幕把他脸照亮）

（镜头逐渐移近，看见屏幕内容是hard模式游戏画面）

屏幕全黑

限制的视野（艺术字）

游戏画面：hard模式走路放炸弹

屏幕全黑

突然的袭击（艺术字）

游戏画面：怪突然出现在屏幕里并gameover

（侧面镜头：刚才玩游戏那人吓了一跳，大幅度后仰同时大叫一声）

屏幕全黑

屏幕全黑，闹钟响起

（黑屏）

（镜头垂直向下）

闹钟响起，一个人躺在床上

床上的人：看着天花板说：多么美好的一天，我想要玩炸弹人

（镜头回到床边一人身后）

床边一人单膝跪地举着合上的电脑并缓缓打开

（镜头旋转一圈，对准屏幕，屏幕上是游戏主界面）

（镜头垂直向下）

床上的人笑着说：这才是我要的炸弹人

屏幕全黑

Bomber man dungeon（艺术字）

（背景音大家一起读）

第二部分人物介绍：

采访的形式，侧面放着电脑（idea界面上的游戏），人物在旁边

李子楼：碰撞检测是第一个挑战，我们需要克服性能的影响。我们的地图上有上百个可以破坏的石头，如果每次遍历会有性能问题。这困扰了我们很久，后来使用辅助数组解决了。你看，现在角色可以流畅的移动（拍摄电脑屏幕流畅的移动）

陈盈臻：如何在可以破坏的石头后面放道具是第二个挑战。道具的种类很多，并且同一块石头只能放一个道具。最主要的问题是当时这部分代码已经开发完成了，修改需要花费很大的力气。这着实花了不少时间，（捂脸）出了非常多的bug

李子楼：在游戏开发的最后，我们商量着是不是需要添加一个重新开始的功能。但真正开始做之后发现很困难，因为当时游戏已经基本完成了，而原始的结构又不支持直接增加这个功能，我不得不对游戏使用过的列表逐一添加重置方法（摇头）。

黑屏

Other teammates（艺术字）

陈奕光：我负责游戏最开始的框架搭建和最开始角色移动，碰撞检测，放炸弹的部分。并在最后负责添加和修改美术资源。

刘天宇：我负责操作界面的实现。

（展示游戏可以修改键位，进入以及退出游戏，和多人模式死亡界面）。

（这里保证角色开挂并且有终极技能）

我们的游戏可以在主菜单修改键位，在游戏中随时可以退出，以及死亡会回到主菜单，角色头顶也会显示必要的信息，比如当前的终极技能。

这就是我负责的部分。

Part Two Character Introduction:

In the form of an interview, a computer (game on the idea interface) is placed on the side, and the characters are next to it

Li Zilou: Collision detection is the first challenge, and we need to overcome the impact of performance. Our map has hundreds of destructible stones, which would cause performance issues if we traversed each time. This troubled us for a long time, and was later solved using auxiliary arrays. You see, now the character can move smoothly (filmed computer screen moving smoothly)

Chen Yingzhen: How to place props behind destructible rocks is the second challenge. There are many types of props, and only one prop can be placed on the same stone. The main problem was that this part of the code had already been developed and modifications required a lot of effort. This really took a lot of time, (face covering) and there were a lot of bugs.

Li Zilou: At the end of game development, we discussed whether we needed to add a restart function. But after I actually started doing it, I found it very difficult, because the game was basically completed at that time, and the original structure did not support adding this function directly. I had to add reset methods one by one to the list used in the game (shaking my head).

black screen

Other teammates (artistic)

Chen Yiguang: I was responsible for the initial framework construction of the game and the initial character movement, collision detection, and bomb placement. And finally responsible for adding and modifying art resources.

Liu Tianyu: I am responsible for the implementation of the operation interface.

(Showing that the game can modify key positions, enter and exit the game, and multiplayer mode death interface).

(Here it is guaranteed that the character cheats and has ultimate skills)

In our game, you can modify the key positions in the main menu, and you can exit at any time during the game. If you die, you will return to the main menu, and necessary information will be displayed above the character's head, such as the current ultimate skill.

That's the part I'm responsible for.

**(Edited) Part Two Character Introduction:**

*Developers are getting interviewed,*

*a nearby monitor displays the user interface of the game.*

**Li Zilou**:

Collision detection was the first challenge we needed to overcome. Our map is rich in objects and enemies to interact with, however simply iterating through all possible collisions causes a major decrease in framerates and thus greatly impacts playability. Following a lot of contemplation, we were able to overcome this challenge by using auxiliary arrays. Now we can proudly present you with smooth player movement.

**[GAMEPLAY CLIP]**

**Chen Yingzhen**:

The second challenge involved placing items behind breakable rocks. Our code developed so far restricted us to only being able to place a single object on each tile. Refactoring our code to accommodate this feature was very time intensive *(COVERS FACE)* and introduced a lot of bugs.

**Li Zilou**:

Towards the end of the development process, we agreed to add the option to reset player progress. Once I started implementing the feature however, I too realized our code needed refactoring as the original data structures did not support this feature. With the completion of the game nearly in reach, this task proved very difficult, and I ended up writing individual reset functions for many of our features (SHAKES HEAD).

**[BLACK SCREEN]**

**Chen Yiguang & Lea Lewis**:

(WAVES)

**Chen:**

We worked on the initial framework for the game including player movement and collision detection.

**Lea:** I additionally created art and assets.

**Chen:** While I worked on the bomb mechanics.

**Liu Tianyu**:

I was responsible for implementing the user interface, updating the player on the game state and other quality-of-life features such as the HUD showing the players health and abilities. With accessibility in mind, I ensured that game controls could be reassigned to user-defined keys.

**[MAIN MENU, SETTINGS, GAME OVER SCREEN]**