



BOMBERMAN SAKURA — A Linux / Windows Cross Platform Game

In BOMBERMAN SAKURA it exists a green stone with mysterious powers : the jade stone. You are the Bomberman Sakura, the legendary Sakura's tree warrior, and you must destroy all the others Bombermen to gain the jade stone.

Menu



You can start a new game by pressing the **NEW GAME** button.

You can continue a saved game by pressing the **CONTINUE** button.

You can access to the settings of the game by pressing the **SETTINGS** button.

And you can exit the game by pressing the **EXIT** button.

Characters Selection



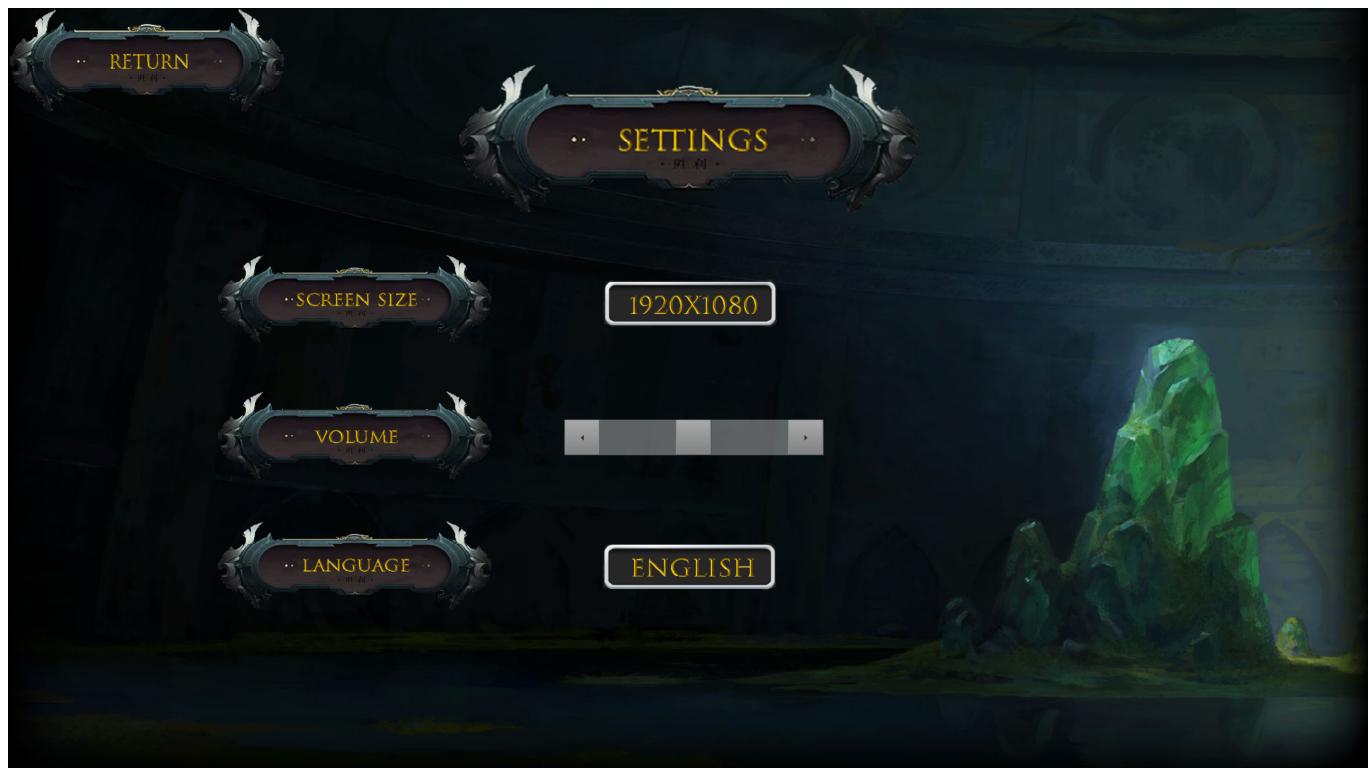
You can return to the menu by pressing the **RETURN** button.

You can choose your character and set the number of AI and players by clicking on the character's card.

You can also choose the size of the map by scrolling the size bar (from 1 to 5).

You can start the game by pressing the **PLAY** button.

Settings

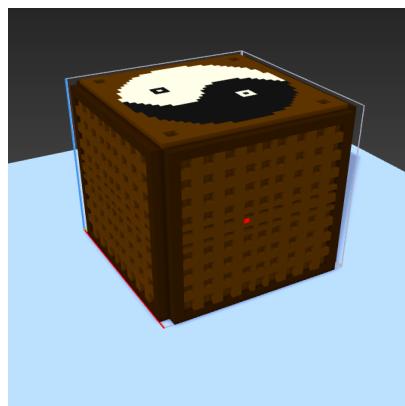


You can choose the screen size with **SCREEN SIZE**.

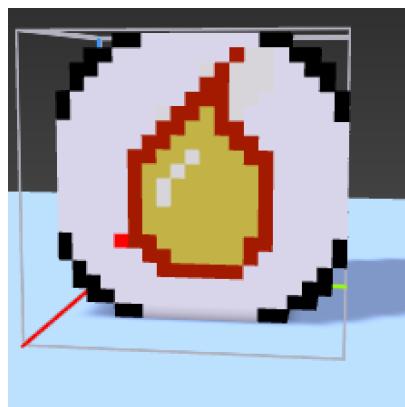
You can adjust the volume by scrolling the volume bar.

You can choose your language with **LANGUAGE**.

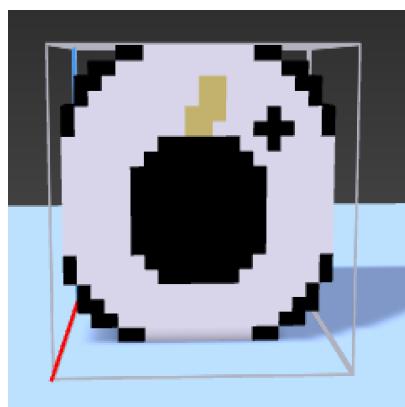
Gameplay



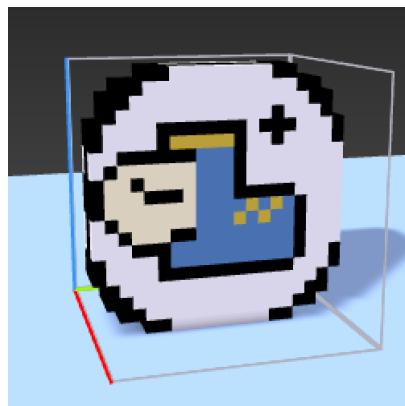
- You can destroy these boxes with a bomb and maybe obtain a powerup.



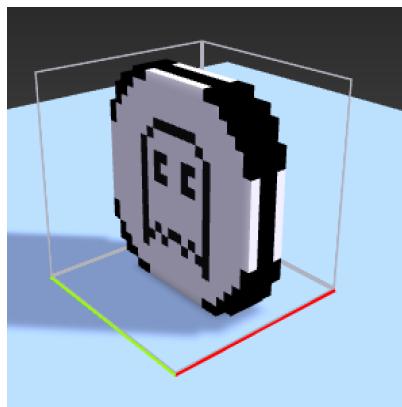
- This powerup increase your blast power.



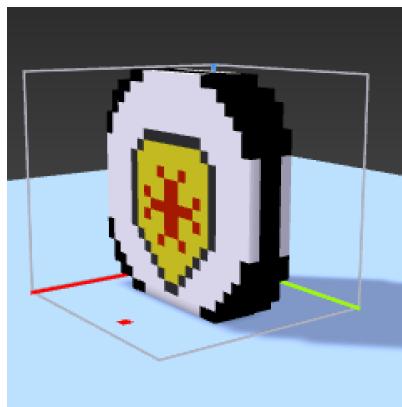
- This powerup increase your number of bomb you can drop.



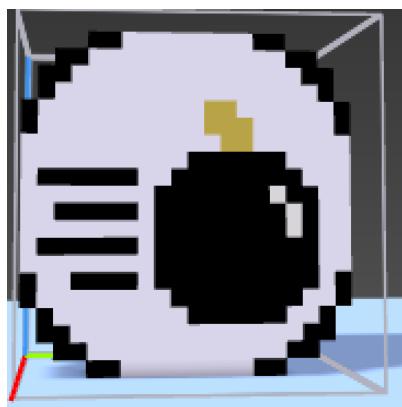
- This powerup increase your speed.



- With this powerup you can go through boxes and bombs.



- This powerup make you invicible for ONE blast.



- With this powerup you can kick bombs.

Commands

Player 1

Z -> Move up
S -> Move down
Q -> Move left
D -> Move right
SPACE -> Drop bomb

Player 2

KEY_UP -> Move up
KEY_DOWN -> Move down
KEY_LEFT -> Move left
KEY_RIGHT -> Move right
ENTER -> Drop bomb

Compilation

Linux

```
mkdir build && cd build && cmake .. && make && ..  
./bomberman
```

Windows

```
mkdir build && cd build && cmake .. && cmake --build . && .. && mv  
.\\Debug\\* .  
.\\bomberman.exe
```

Contributing

- **Epitech**
- **Epitech Nice**

Authors

- **Rolino Théo** - *Lead Dev*
- **Iliassov Chamil** - *Dev Core*
- **Choquet Vincent** - *Dev Map/Game*
- **Kiryk Valentin** - *Dev Players*
- **Loche Joachim** - *Dev Windows*
- **Lucas Victor** - *Dev AI*