

# **King Of Bomb Documentation**

*Created by*

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## Introduction

King of Bomb is a similar game as Bomberman but instead of trying to defeat monsters and reach an exit, you have to compete with your opponent and try to stand in the specific area as long as you can.

## Rules

1. There is King Floor in the middle of the map, you will get a score by standing on that floor.
2. Player who has lower score gets Puncher and higher score gets Bombkicker.
3. Game's time is 5 minutes, then the game ends. Player with higher score wins.
4. If you die, your bomb radius and bomb's number get reduce by 3. The lowest you can have is 1 so do not worry about not being able to place a bomb.
5. You can kill a ghost by using a bomb or a mitt, but you cannot do anything against thorn monster.

## Control

Player 1 control: W A S D = move, Spacebar = place bomb, C = use equipment

Player 2 control: Arrow keys = move, Enter = place bomb, L = use equipment

## Equipment

Bombkicker: can kick bombs.

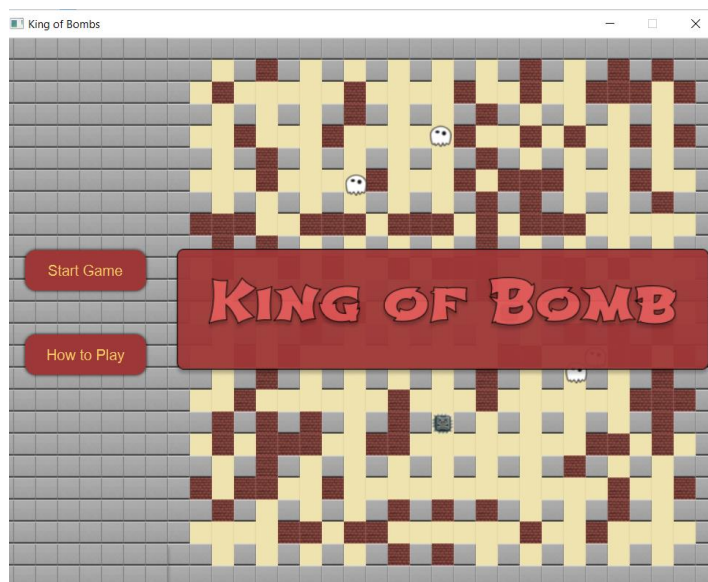
Puncher: can punch other players and ghosts.

## Items

Item drops randomly when you break the wall. There are 2 items. One increases the number of active bombs you can have by 1. The other increases your bomb radius by 1 tile.

## Example

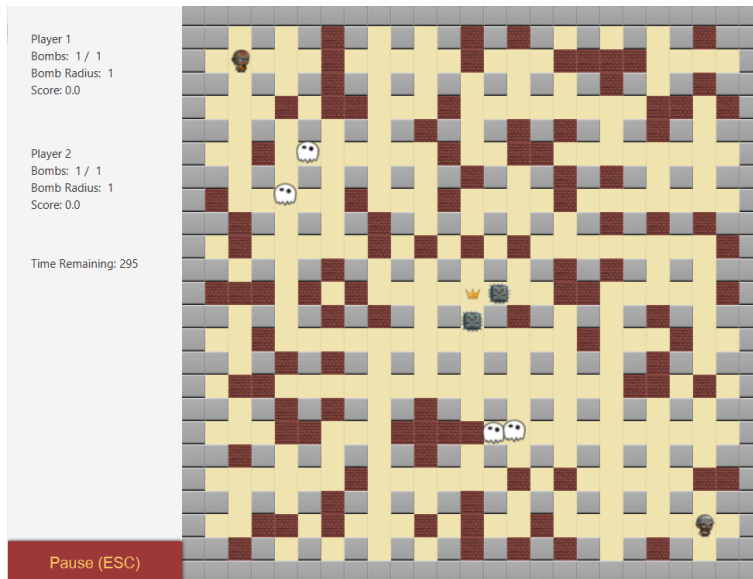
- This is the main menu. There are options whether you want to start the game right away or you want to read the rules first.



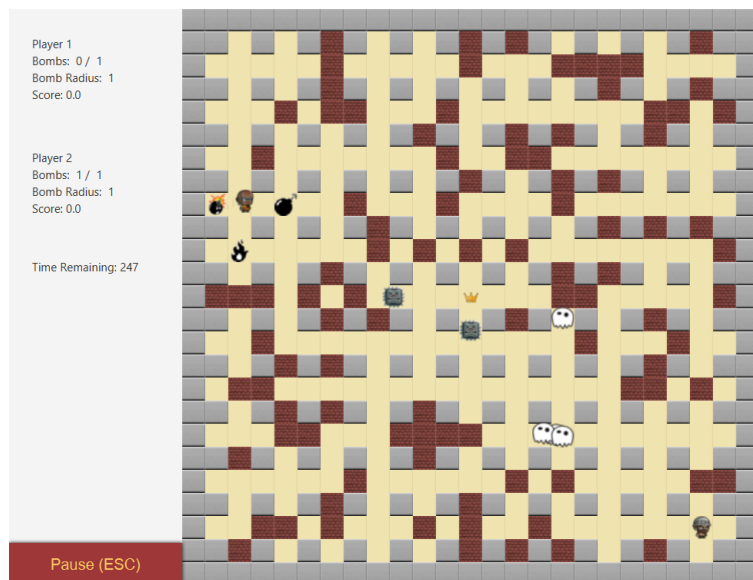
- Help button tells you how to play



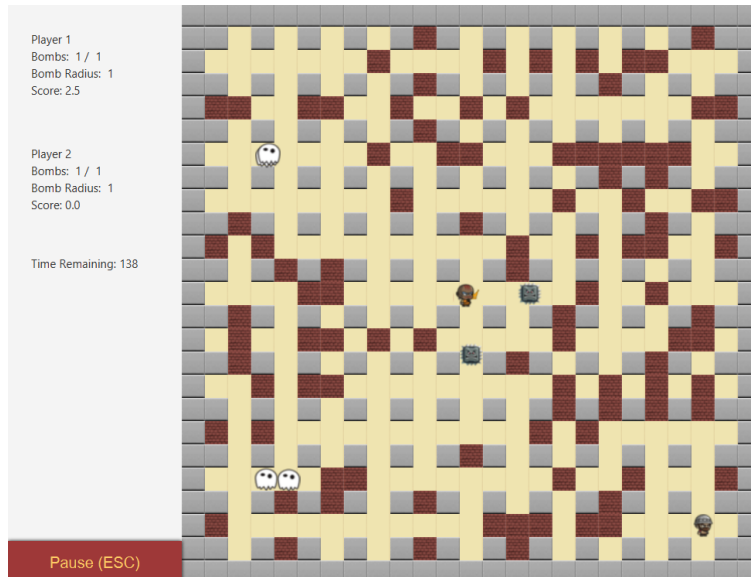
- When the game start, each player will spawn at the corner top left and bottom right. On the left size, there is player's attribute and remaining time of the game left.



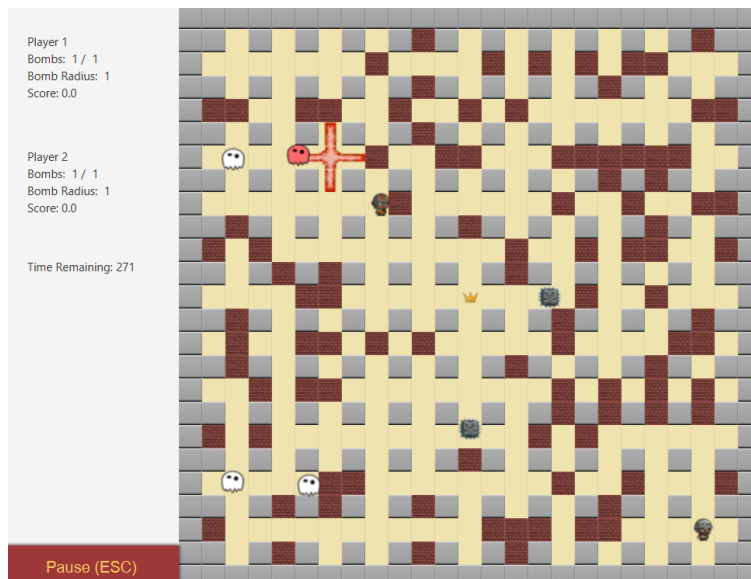
- You can place bombs and collect items.



- Objective of this game is to stand on the specific area (in the middle). You will get score when you stand there. Player with highest score wins.



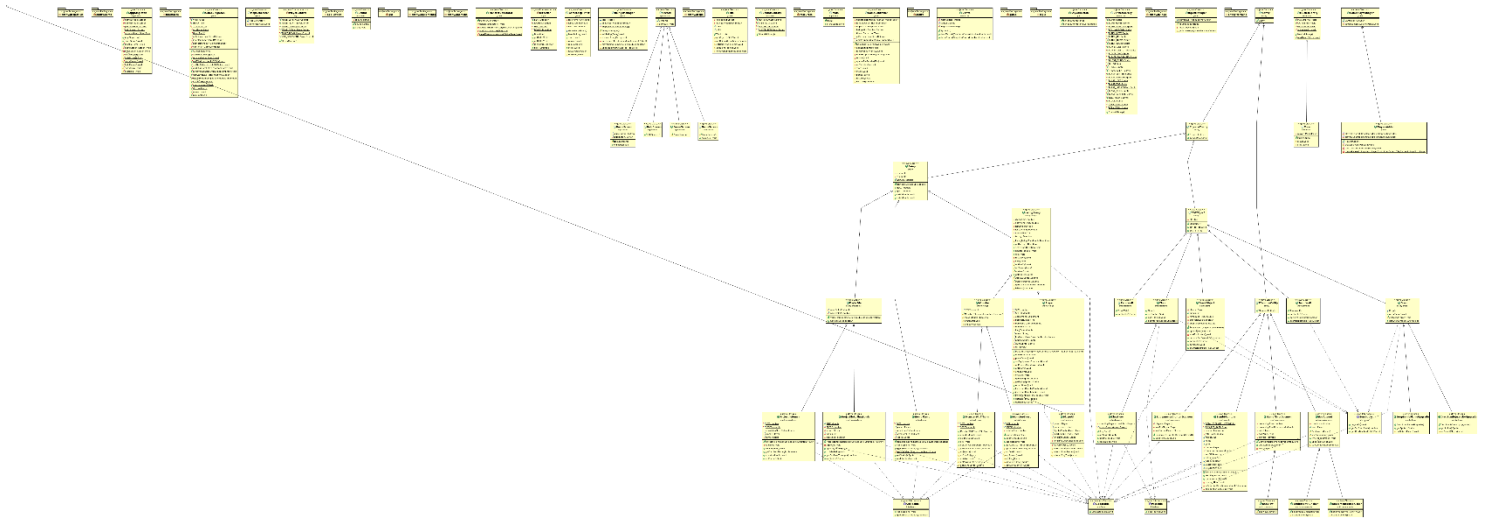
- You can choose to kill ghost monsters but you don't get anything from doing so.



- End game shows result of the game.



## UML diagram



## Package Information

<https://a41f1053d64d95cada205237cdb301.web.app/>