**Reference game:** Super Bomberman R

**Reference video link(0:27-1:09):** <https://www.youtube.com/watch?v=lJB277D_lpo>

**Game features:**

* The players place bombs until 1 player is left or until the timer runs out when the timer runs out it is a draw
* Play with up to 4 players
* The camera is static
* Animations:
  + Player walk animation
  + Player death animation
  + Placed bomb animation
  + Power-Ups hover animation
* Power-Ups:
  + Fire: Increases the bomb blast radius.
  + Fire Down: Decreases the bomb blast radius.
  + Bomb-Up: Increases the number of bombs that can be set at one time.
  + Bomb Down: Decreases the number of bombs that can be set at one time.
  + Skate: Increases the movement speed of the player.
  + Geta: Decreases the movement speed of the player.
  + Pierce Bomb: Bomb blast will pass through as many soft blocks as the fire level will allow.
  + Full Fire: Increases bomb blast radius to maximum.
* Menu: a start screen that where players can join when they press a certain button
* Goal: be the last one standing