Brick Bomber

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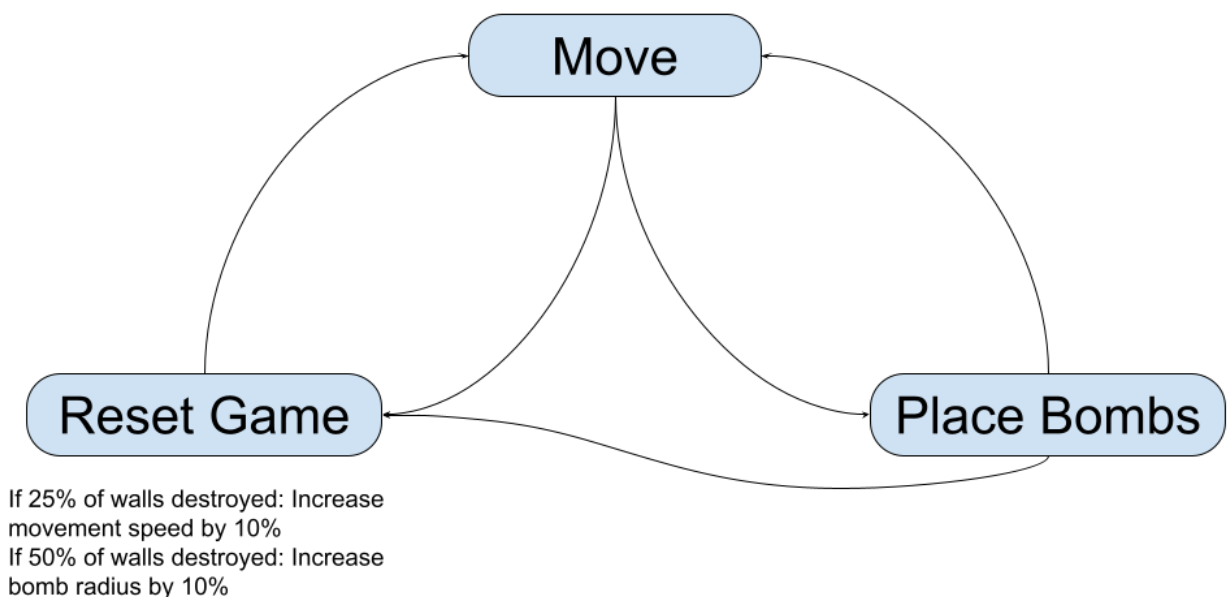# Contents

Game Information

Description

This game is themed around the prompt "You only have 60 seconds." The gameplay is simple: the player is trapped in a maze and has to destroy all the bricks inside. They do so by laying bombs, which blow up the bricks. After 1 minute, the game resets if not all bricks were destroyed. The player gets bonuses based on how many bricks they've destroyed.

Animation/Sound

The player's movement is fully animated, and the placed bombs are also animated.

Game Loop

If 25% of walls destroyed: Increase movement speed by 10%
If 50% of walls destroyed: Increase bomb radius by 10%

Software

Singleton

The GameManager class uses the Singleton pattern, allowing other objects to access it easier.

Event Bus

The software uses an Event Bus that has two events: BombPlaced and BombExploded. The BombPlaced event is called by the movement script when the spacebar is pressed, and the BombExploded event is called by the bombs scripts when the bomb explodes.

Resources Used

Art

Player: https://opengameart.org/content/2d-rpg-character-walk-spritesheet

Tiles: https://opengameart.org/content/16x16-tiles

Code

Maze Generation: https://github.com/oppenheimj/maze-generator/blob/master/MazeGenerator.java