

Epitech Project "Indie Studio"

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Bomberman

Bomberman

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- Power-Ups

What's Bomberman

Everything you need to know about Bomberman :

- ▶ - The player plays a bomber.
- ▶ - The goal is to blow up enemies to win.
- ▶ - The player can blow up the walls.
- ▶ - The player can collect bonuses or maluses.

Neo Bomberman

- ▶ Neo Bomberman dates from 1997.
- ▶ Neo Bomberman is an action-maze arcade video game.



Project

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Multiplatform

Using CMake 3.11 :

- ▶ Windows (Generation of a Visual Studio .sln solution)
- ▶ Linux (Generation of a Makefile by CMake)

Libraries

Three libraries used:

- ▶ Irrlicht 1.8.4
- ▶ SFML-audio 2.5
- ▶ Boost 1.69

Main features

The main features of the game are:

- ▶ Local multiplayer
- ▶ AI controlled bots
- ▶ A main game menu
- ▶ A backup system
- ▶ 3D graphics seen from above to look like 2D
- ▶ Map generation
- ▶ Animations and sounds (bomb, player, background music)

Power-Ups

List of the Power-Ups:

- ▶ Extra Bomb
- ▶ Acceleration
- ▶ Increase in bomb strength
- ▶ Going through a wall