

User Manual

Desktop

When the player runs the application, its presented the main menu. In this he can choose to play the story mode, deathmatch mode or network mode.

Android

When the player runs the application, its presented the main menu. In this he can choose to play the story mode with only one player.

StoryMode

There are 27 levels.

May choose the number of players between 1 and 4 (except in Android) and the level he wants to play between the first level and the farthest one he ever got to (in Android he may play any of the 27 levels right away).

The goal of the players is to kill the all the enemies in order to pass the level (and avoid being killed).

Player starts with 1 bomb and 1 flame (range of the bombs). When he places a bomb, it will start ticking signaling the tiles that will be in flames. After a few seconds, the bomb explodes and the affected tiles become flames which are dangerous for both players and enemies. If the flames hit an explodableObject (barrels, boxes or cactos) this disappears and may reveal a bonus.

There are 9 types of bonus:

- BombBonus – adds 1 bomb to the player that catches it (maximum of 9)
- FlameBonus – adds 1 flame to the player that catches it (maximum of 9)
- SpeedBonus – adds 0.2 of speed to the player that catches it (maximum of 0.8 add)
- DeadBonus – affects the player negatively for a few moments (may stop him, not allow him to place bombs, invert the controls, bomb all the time)
- DistantExplodeBonus – affects the player only for a few moments (when the player places a bomb and stops pressing the place bomb button the bomb explodes)
- KickingBonus – allows player to kick bombs
- SendingBonus – when the player is standing the bombs he places will move
- NBombBonus – gives the player 2 NBombs
- LBombBonus – gives the player 2 LBombs

If a bonus is hit by a flame it disappears. If the players hits a bonus it disappears and will affect the player.

Moving forward in the story mode will reveal more bonus and more enemies. There are 11 different enemies with different AIs (4 types), speeds and lives.

The number of bonus is proportional to the number of players, meaning selecting more players will give the user more available bonus.

DeathmatchMode

The player may choose the game map (between 1 and 5, or random), the number of players (between 2 and 4), whether there will be monsters or not, the number of victories and the number of available bonus.

The goal of the players is to kill the other players in order to achieve the desired number of victories that allows him to win the game.

NetworkMode

To run the networking it is needed that's run the BombicServer. After that each player join in networking and after both are connected the game will start.

If you want to run the server in a real server and not in localhost, it is needed to configure in bombic -> net -> SocketManager.java, the ip of the server.