Features

• A fully-functional Graphical User Interface

This project have a fully functional GUI that allows keyboard in almost of menus and mouse in level choose.

Unit Testable

This project have implemented tests that cover the logic part of the game.

• Networking

Multiplayers allow two players in different computers.

Physics (box2D)

The physics using the framework "box2d" allow all the movement and collisions in entire game.

• Artificial Intelligence (having enemies computer-controlled)

Enemies uses different type of AI that allows random movements until escape of bombs and to persecute the player.

• Mobile

The mobile version uses joystick or accelerometer to play the game.