Bombertale

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Single Player Game Architecture

**GameManager:**

* **Methods: PlayerHandler, PlayersAlive, Winner**
  + Handles key presses
  + Oversees player activity
  + Disables players on death
  + Handles win conditions

**Player:**

* **Methods: FixedUpdate, OnTriggerEnter2D, SetAnim, toggleMovement, isMoving, DropBomb, RefillBombCount, Die**
  + Translates Player position
  + Handles powerup collision and powerup pickup logic
  + Handles walking into an explosion and dying
  + Animates movement
  + Handles logic for player to drop bomb
  + Handles logic for letting GameManager know if Player dies.

**Bomb:**

* **Methods: Awake, Start, Explode, ExplosionDirection, OnTriggerEnter2D, OnTriggerExit2D**
  + Explodes bomb after 2.5s
  + Checks map to calculate correct explosion logic
  + Explodes if hit by another bomb explosion

**Mapper:**

* **Methods: Awake, CreateBlock**
  + Manages a 2D array representing location of blocks on the map for use by Bomb to calculate Explosion logic.
  + Instantiates blocks based on a string representing the map.

**Explosion:**

* **Methods: Start:**
  + Simple Trigger to mark deadly squares.

**SoftBlock**

* **Methods: Awake, Fizzle, OnApplicationQuit, OnDestroy**
  + Handles destroying itself due to explosions as well as animations upon doing so.
  + Drops powerups

**Audio**

* **Start:**
  + Runs script when game starts.
  + Selects a random song to play during gameplay