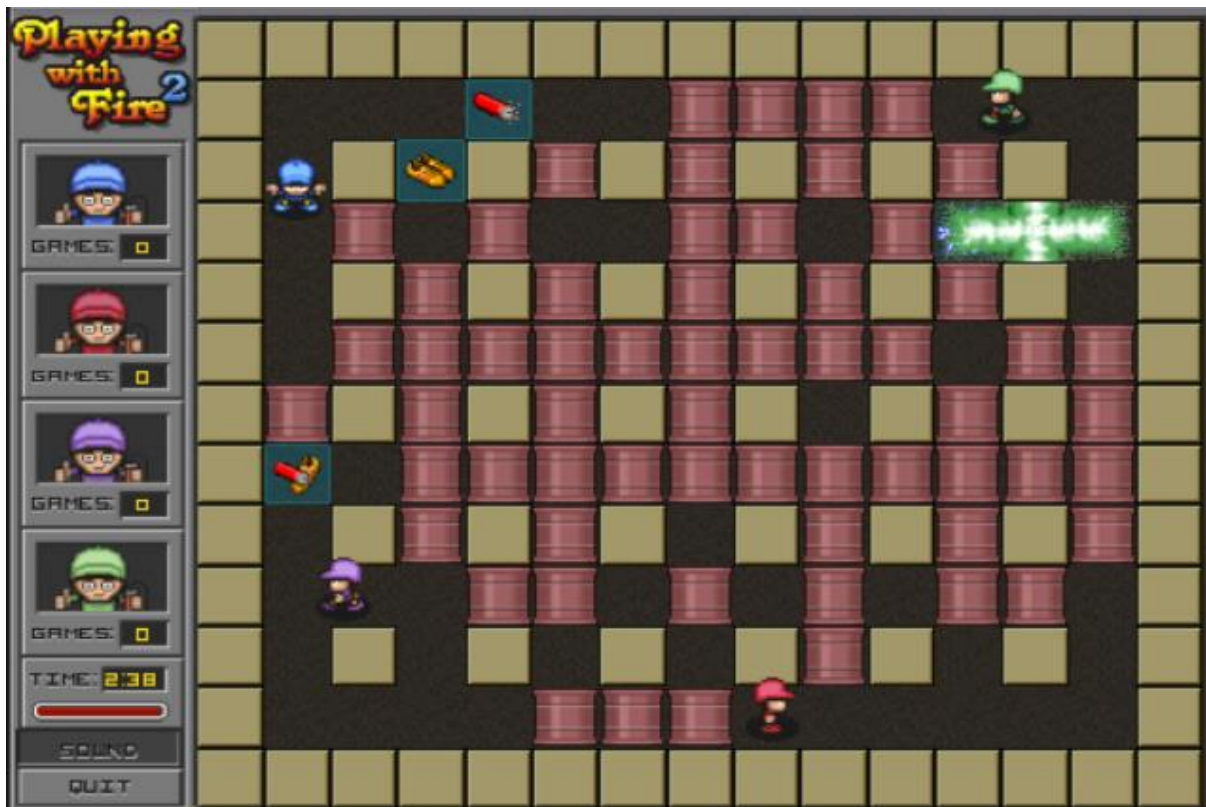# CS441 TEAM GAME PROJECT SPECIFICATIONS

Team Members : Emre Serdar & M.Cuneyt Unsal

We are thinking to build a "Bomberman" clone. Simply there is going to be a user player and automated enemy players that can drop bombs. They can kill each other with the bombs, or they can break some blocks to reach each other.

As it can be seen from the figure, they can get some utilities when a block is exploded. It was very old game that we have played and loved. However, we might not find the exact same assets, however, we can find similar ones. We are not sure if we can implement all features of game, but we are going to try our best.