LAB'S PROJECT REPORT

COMPUTING STRUCTURE

1ºA--G1

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THE GAME

BOMBERMAN, THE CHOSEN

This year, in *computing structure*'s lab Project, we've been asked to create and design one game based on the technology of the NINTENDO SD using the NFLib, Night Fox's library. No topic was given to us, so we felt freely to choose whatever game we wanted to program.

After giving it a little thought, we all agreed to make a remake, something utterly trendy nowadays that could challenge us to prove our programming skills.

More than three old-fashioned games were considered, but then a very special game, which was originally published in 1983, came into our minds. Bomberman, developed by Hudson Soft, was the chosen.

OUR VERSION REVIEW

The version we've programmed is basically based on the idea of one emoticon (playing the role of the player) that is trapped in an overwhelming maze. Rarely are good games this simple, so to thrill the player a little more, there will be a blue replica of the player that will try to catch you.

To win the game two things are vital, the most important is not to let the blue emoticon trap you, cause if so… GAME OVER!! ☹; and then, using the touch screen, the player will have to kill that little monster that is following him, placing bombs that will explode, but carefully, because the bomb can kill you too if your too close to it.

There will be blocks spread all over the maze that you can use as a shield; it's important to take into account that the ones that cannot be exploited are the dark grey coloured, the rest are destructible so if they're too close to the bomb, they may not protect you.
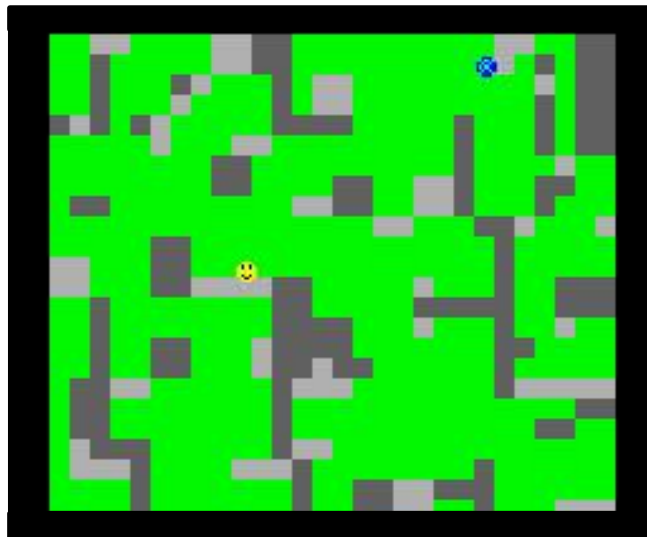
USE OF THE I/O SYSTEM

Nintendo DS is known for boasting about many input output system devices within the machine. There are some such as the microphone that we have not used at all, but there are some others that have some utilities or functions for our game design.

These are some examples of them:

MAIN SCREEN

To focus the attention the player has on the game, the main screen is not actively going to be used. The name of the game appears in the screen with a simple background in order to let the player concentrate in the bomb-scape-hunt dynamic.

TOUCH SCREEN

As we've said before to win the game we've have to escape from our enemy and kill it, to do so, bombs have to be placed in the maze, this way, due to the explosion, the emoticon will be killed and the game won if we are still alive when that happens.
Here is when the touch screen becomes crucial since these bombs are going to be placed by using this system, the player will touch a specific point of the maze and a bomb will appear and explode.
It important to remember that the player can only set bombs if the previous one he's placed has already exploded, no more than one bomb can be in the maze at a time.

BUTTONS

Buttons will be the key; the player will be able to run in all directions in the maze by using the direction buttons (left, right, up, down).

SPEAKERS

Background music is the utility the speakers have this time. It's going to escort the player when the game is running to give more feeling to the game.