My term project was highly influenced by the original game “Bomber man” and an online game “Crazy arcade”. I wanted to implement the multiplayer aspect of crazy arcade into Bomber man. Shannon Wang’s bubble pop from 2014 Fall inspired me a lot. I inspected her term project thoroughly and figured out some features that could be included.

The main feature of my TP is that it is a multiplayer game. I used sockets to connect with different players on different computer. I improved it from Shannon’s TP by allowing up to 4 players at once. There were a lot of problem about sending messages from one player to other, and also lagging was a big obstacle. Since I was not restricting moves as I did in sake in course, I had to figure out a way to share character information every move. The method I took was delta graphics, which allowed me to attach a “handle” to each other player (which I call them strangers). The position information of strangers is informed whenever they make a move. When receiving the information, I use [canvas.coordinate] to place the image of stranger in the right place. Using delta graphics, I managed to decrease lagging and place other players on my screen accurately.

The user interface of my TP comes from combination of Bomber man and Crazy arcade. I referred a little bit of smash-brother when designing character selection page, since it is well known battle game verses other people. I used cute characters and motions since I was always horrified by the [death expression] of both Bomber man and Crazy arcade. The characters do not ‘die’ but just ‘slip’ when hit by a bomb. In my user study, I got a recommendation on the map selection, which was not very noticeable. I added the previews of maps so that players can know what kind of maps they are playing beforehand. Story board and project proposal are attached in the same directory.