Project proposal

In this term project I will recreate the game ‘Bomberman’. (<https://www.youtube.com/watch?v=3WQL6GWLqPk>) I am going to implement multiplayer element so that more than two people can play the game at once. General background and game will be based on tkinter, and the multiplayer part will be dealt with socket. The biggest problem is the speed of server, which I have to think of a way around. I may restrict the players’ move or change the way they are moving so that the server can manage the amount of information passed around.

Competitive analysis

Since my project is based on an existing game, there are lots of features that I want to include and exclude. First of all, there is a similar term project from previous year.

(<https://www.youtube.com/watch?v=oLDBELQ5Dys>, Bubble Pop, Shannon Wang)

The basic idea is very similar, and I will implement most of the features from the game and Shannon’s project. Players move around, place a bomb, let it blast, and then you kill each other with it.

Some of the features that I want to differ from Shannon’s term project are graphics and player moves. I would like to include sprites when bombs blow off so that players can notice where they should move to avoid getting hit. Also the movement of the player looks bit restricted. I think this was a reasonable choice since the speed of python socket can’t really catch the speed of gameplay. However, I will try to solve this problem using delta graphics so that players can have better movements.

There are many different versions of original game, but I will mainly base my game on Neo-bomberman. I want to add diverse power-up items such as increase bomb power, more bombs, speed up, and kicking. I will duplicate character select, but omit special powers.