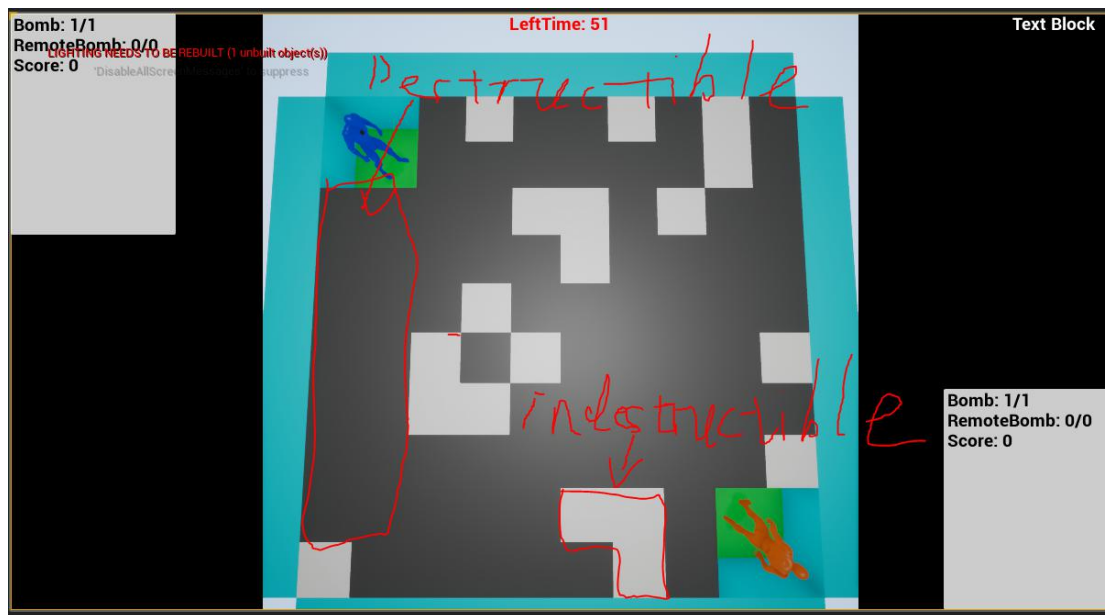
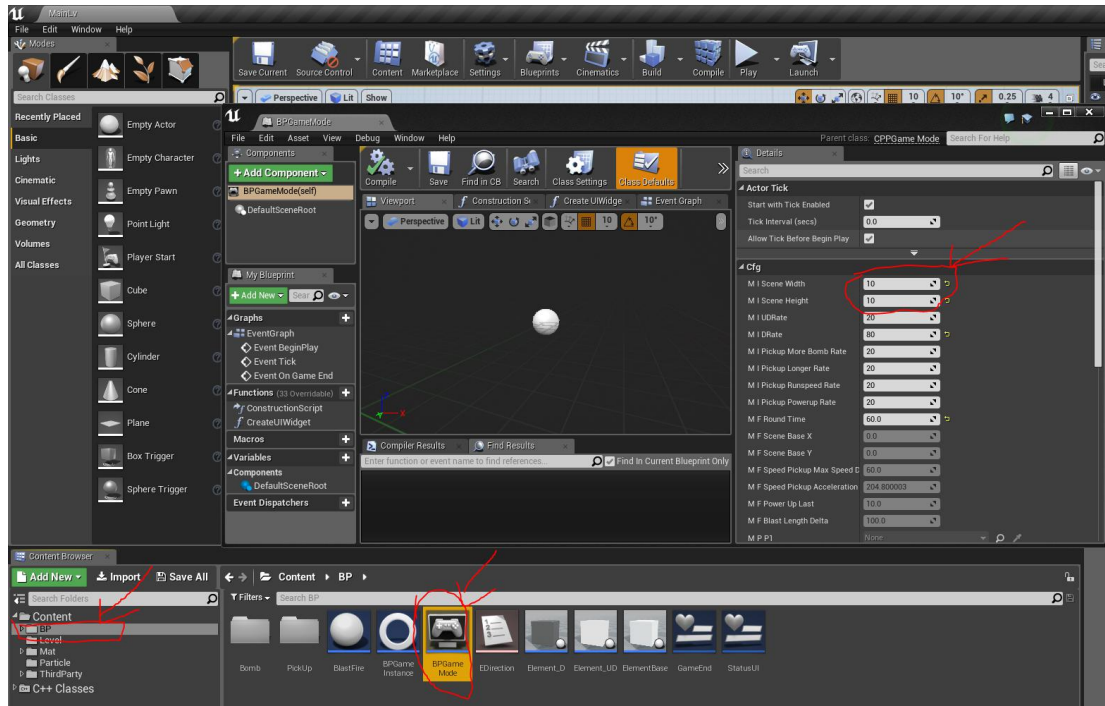


This is the default, the scene is small, but it's not important because we'll generate scene dynamically



This is the scene when you click "Play" button. By default, we'll generate a 10x10 scene. Black cubes are cubes which can be destructed, the white ones are indestructible.



You can change the size by opening Content/BP/BPGameMode. Then Change “M I Scene Width” and “M I Scene Height”. **Width and Height can't be smaller than 4.**

We also have other configurations

M I UDRate: the rate of generating indestructible walls.

M I DRate: the rate of generating destructible walls.

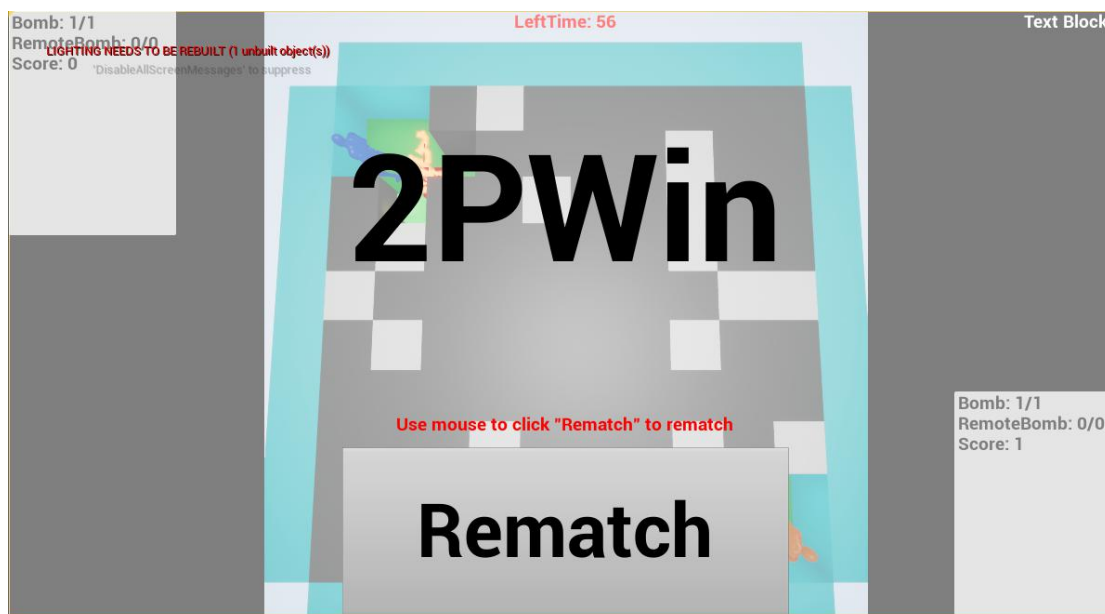
M I Pickup More Bomb Rate: The rate of spawn a “more bomb” pickup after a wall is destroyed.

M I Pickup Longer Rate: The rate of spawn a “Longer” pickup after a wall is destroyed.

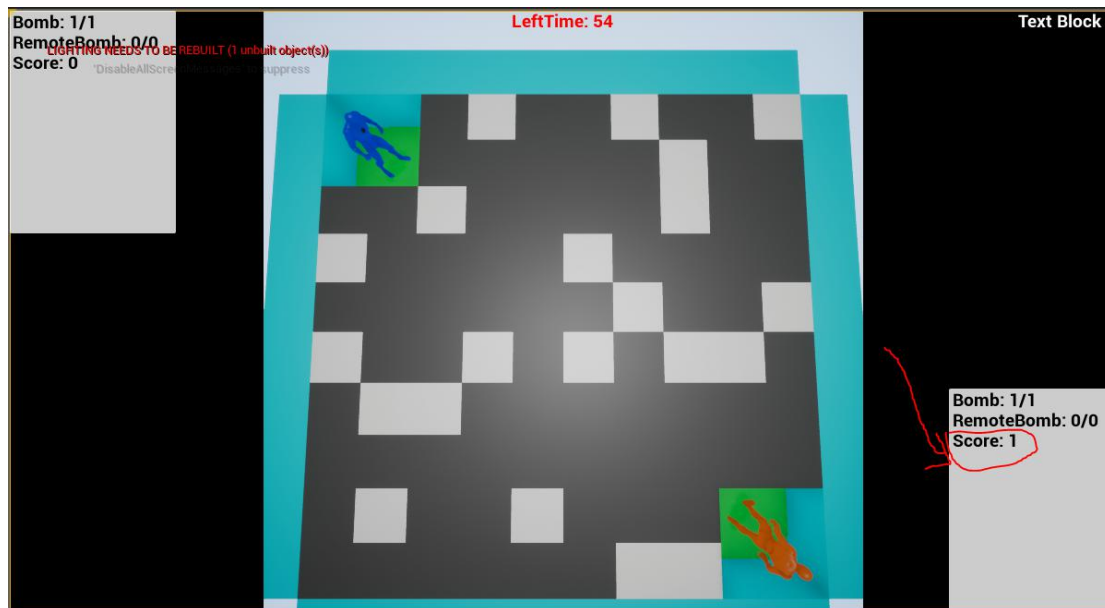
M I Pickup Runspeed Rate: The rate of spawn a “Speed” pickup after a wall is destroyed.

M I Pickup Powerup Rate: The rate of spawn a “Powerup” pickup after a wall is destroyed.

M F Round Time: The time one round lasts.



This is the UI when the game ends, click “Rematch” to start again.



After rematch, score will saved. (However, score won't save when you quit game.)



When bomb blasts, It'll show a debug line to show the blast range and tell you which objects are blasted.

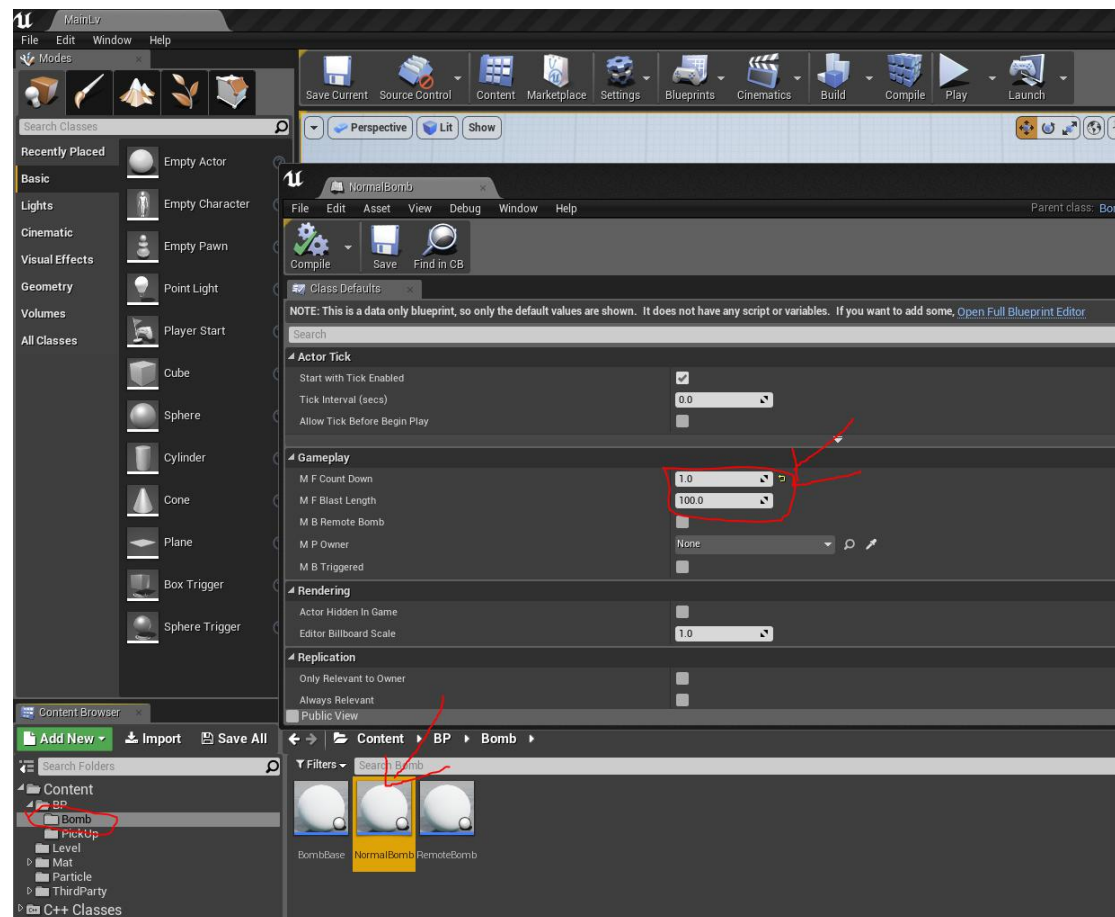
PS: The yellow one is a powerup pickup

More bombs: Blue

Run speed: Green

Range: Red

Powerup: Yellow

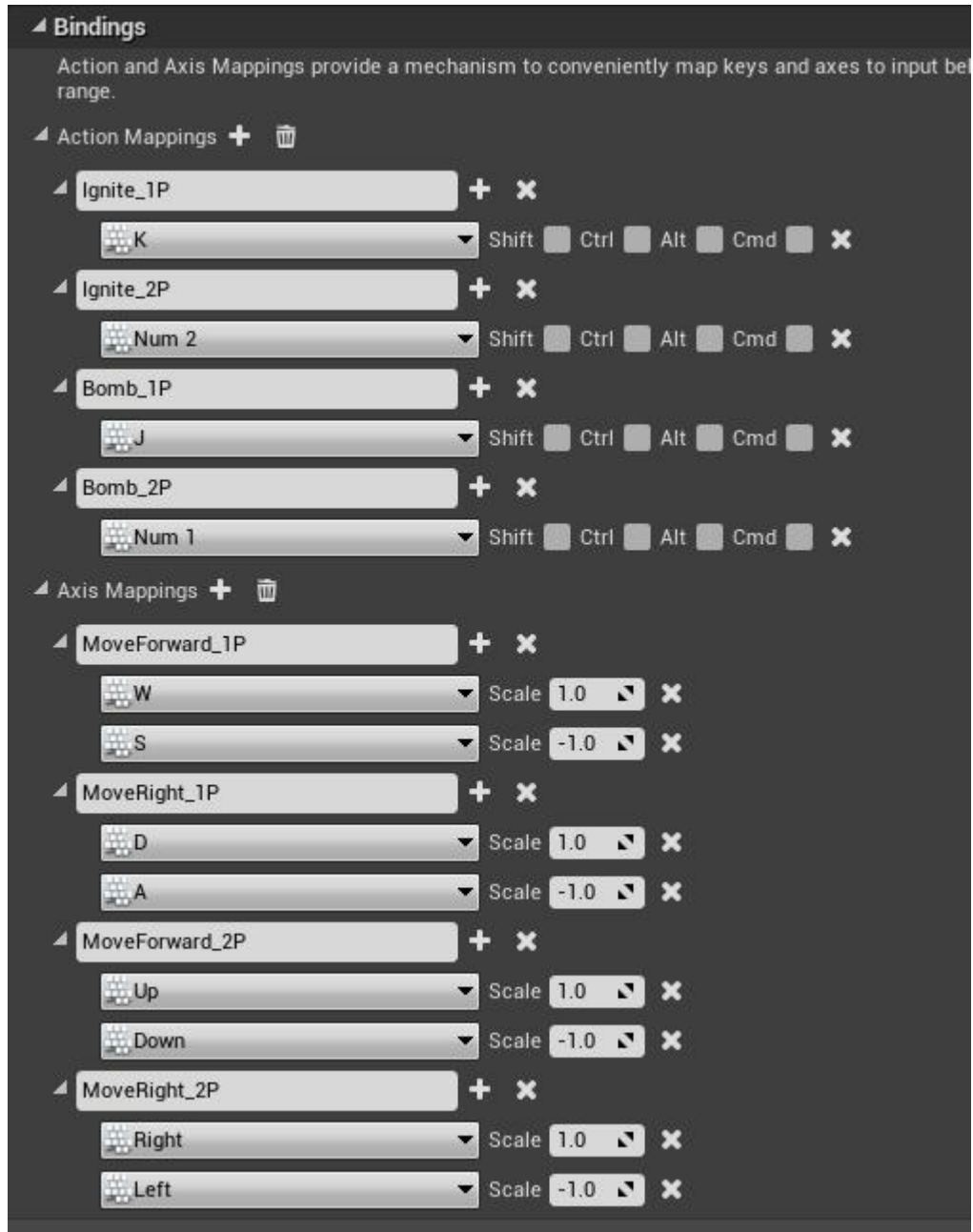


You can change initial countdown and blast range of bombs by opening Content/BP/Bomb/NormalBomb

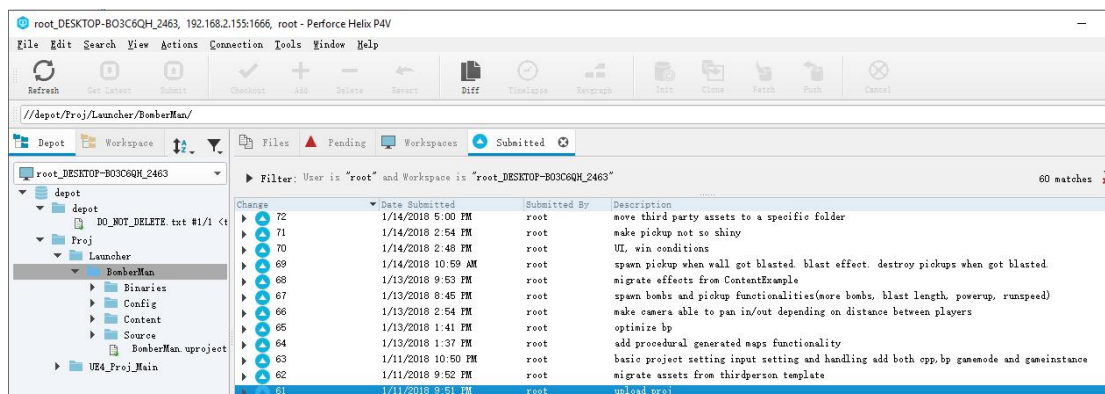
M F Count Down: how many seconds will the bomb blast when it got spawned.

M F Blast Length: Range (100 is 1 meter)

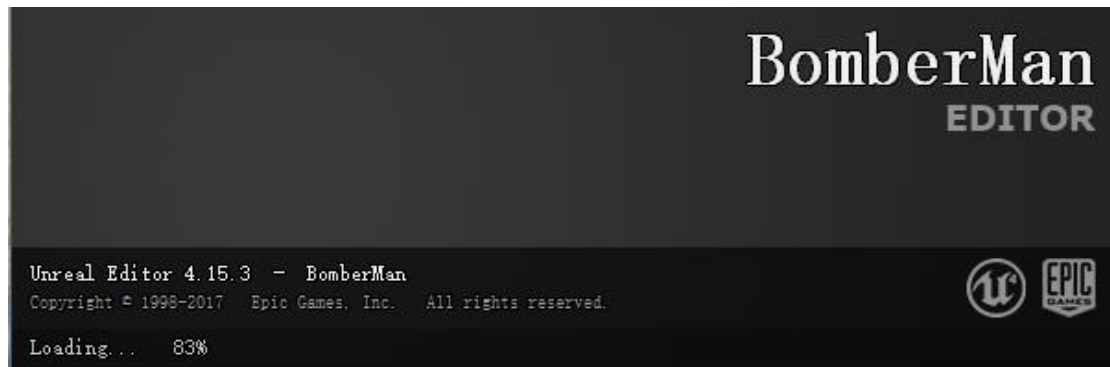
RemoteBomb blueprint is for the remote bomb. The M F Count Down is a very big value, to make sure it won't blast before igniting it.



Key bindings



Commit steps on my own Perforce server



I use a Launcher Engine. The version is 4.15.3.

If you have the same version as me, you can open the project easily, otherwise, you may need to make some configuration. Especially for high version engine, you might need to modify "Bomberman.Target.cs" or "BombermanEditor.Target.cs". (I'm not sure, I don't have a high version engine)