Bomb Game

-Plan in week 8: (changed to a more completed one – shown in UML diagram)

Player class:  
 +knows its location (x,y), image, its inventory, speed, health  
 +does stuff:  
 -throw the bomb at its location  
 -collide with the environment  
 -collect gold, items  
 -lose health.

-turn into the water bubble when hp = 0

-save the teammates from being killed by touching their water bubble

Bomb class: (used)

+knows its location, length, colour, explosion time, slidable  
 +does stuff:  
 -explode and affect a ‘cross’ area

Items: (base class - inheritance)

+knows its type, its location (random on the map),   
 +does stuff:  
Item: Boot   
 +speed the player up  
Item: PowerUp  
 +increase the bomb length  
Item: Invulnerable  
 +player cannot be attacked or bombed

Enemies: (base class)  
 +knows its location, speed, different abilities, images.  
 +do stuff:  
 -When it touches the player, the player can lose hp  
 -Chase away the bomb  
 -

Boss:

+create a huge ultrasonic wave to slow down/stop the player for the amount of time.  
 +can detect that by hearing the sound

+change its colour depending on its hp

+move slow speed at full hp, move high speed at low hp

+place

Map: (tilemap) – world   
 +can have some non-destroyable obstacles  
 +some blocks that can be destroyed.

Collision Manager: (used by player)

+detect true or false when a collision between blocks occurs.

Sound: