

# Bomberman Game Design Document

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## Gameplay Reference

For our project, we will be referencing Bomberman released for Family Computer (NES).

ROM:

<https://wowroms.com/en/roms/nintendo-entertainment-system/bomberman-usa/21762.html>

Emulator: <https://www.emulator-zone.com/nas/mesen>

## History - Jazmin



Bomberman was originally published in 1983 and ever since then has evolved into many versions with the latest being super Bomberman R. The bomberman franchise was originally developed by Hudson Soft but is currently under the ownership of Konami. Bomberman, known as Bakudan Otoko in Japan and later to be known as Dyna blaster in Europe was not released in the NES format until 1985. Bomberman has had great commercial success with 60 different games and over 10 million units of games sold.

## Gameplay: Overview - Mercedes

Bomberman is a maze-based adventure game that follows the MC, Bomberman, as he tries to blow up various walls obstructing his path (this is typically seen from the viewpoint of someone looking down on the game) to the exit which is, likewise, hidden by a random wall. While doing

this, the MC has to avoid various enemies and can use the discovery of power-ups (also hidden in walls) to help aid in this quest!



Various other statistical markers can be seen as well, depending on which rendition of the game one plays.

Additionally, Bomberman traditionally takes on a campaign arc that traverses six different worlds with eight levels a pop (sort of in the super mario fashion where each level is themed though progressively gets more difficult). The final level of each world includes a boss fight of some kind.

Bomberman is usually played solo, but two-player functionality is not uncommon. The same gameplay rules apply in this instance, but require both MCs to be aware that bombs placed by either of them \*can\* harm the other (unless an immunity power-up is in use).




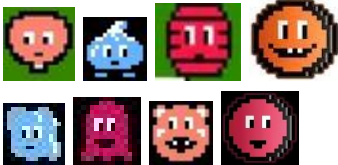



Aside from the campaign, Battle Mode makes use of similar, but different, gameplay mechanics. 1-4 players are supported as each MC is dropped in a two-minute fight-to-the-death to defeat the other. As this is going on, various other enemies are spawned to keep things interesting. The overall winner is determined by a set number of wins (or trophies).



## Gameplay: Controls and Hardware - Monica

The NES (Nintendo Entertainment System) is an 8-bit console developed by Nintendo. It features a colorful palette of 48 different colors and 6 grays. The screen's resolution is 256 horizontal pixels by 240 vertical pixels. The NES's controller has four buttons labeled as "A", "B", "START", and "SELECT" coupled with a joystick for directional movement.

The joystick allows the player to control the direction of character movement. Meanwhile, "START" allows the player to pause the game and "SELECT" allows for selections. Pressing the "A" button allows the player to drop a bomb on the tile that the character is currently standing on.

	<p>Player-controlled character</p> <ul style="list-style-type: none"><li>• Player controls direction and movement of the character and can place bombs on tiles without blocks</li></ul>
	<p>Solid block</p> <ul style="list-style-type: none"><li>• Cannot be destroyed by bombs (invincible)</li></ul>
	<p>Soft block</p> <ul style="list-style-type: none"><li>• Can be destroyed by bombs</li></ul>
	<p>Enemy</p> <ul style="list-style-type: none"><li>• Entity that can deal damage to the player, taking away lives</li><li>• Can be killed with bombs</li><li>• May appear in increasingly powerful forms as player progresses through stages</li></ul>
	<p>Bomb</p> <ul style="list-style-type: none"><li>• Can destroy soft blocks</li><li>• Has a specific blast radius</li><li>• Can kill enemies</li><li>• Can also damage player if player is within the blast radius</li><li>• Player has unlimited amount; however, player is limited by how many can be placed at a time</li><li>• Can be powered up</li></ul>
	<p>Powerup: Blast Radius</p> <ul style="list-style-type: none"><li>• Increases max blast radius by 1</li></ul>
	<p>Powerup: Speed</p> <ul style="list-style-type: none"><li>• Increases player speed</li></ul>



Powerup: More Bombs

- Increases number of bombs that can be placed at one time

## Features for Future Implementation (focus on original game)

- Player (movements - left/right/up/down, placing bombs)
- UI (Timer, score, lives left, stages)
- AI (movements - left/right/up/down, death to bombs, touching player, points from exploding AI, mobs upgrading depending on stage)
- Bombs (explosions - radius of explosions, timers, bricks that BLOCK the explosions, bricks that BREAK from explosions)
- Boosts in later stages (powerups like speed)
- Co-op (battle mode): two-player campaign, try to blow up the other players while staying alive. Two different controls: wasd for one player and arrow keys for the other for movement.
- Boss level: At least 4-5 different levels with a boss level
- Themed world: underwater levels

**specify which enemies/powerups you plan to implement**

## References - add references as you use them

Gameplay video [https://www.youtube.com/watch?v=3smytj9Bu\\_E](https://www.youtube.com/watch?v=3smytj9Bu_E)

Keybinds [https://strategywiki.org/wiki/Bomberman/How\\_to\\_play](https://strategywiki.org/wiki/Bomberman/How_to_play)

BattleMode PNG

<https://www.google.com/url?sa=i&url=http%3A%2F%2Fwalletsandwords.blogspot.com%2F2014%2F08%2Fa-z-games-d-dynablaster.html&psig=AOvVaw1iV4ypeTBxBCu3fthrKXsL&ust=1614892240689000&source=images&cd=vfe&ved=0CAIQjRxqFwoTCND588yEle8CFQAAAAAdAAAABAa>

BomberMan PNG

[https://www.google.com/url?sa=i&url=https%3A%2F%2Fgamefabrique.com%2Fgames%2Fbomberman-nes%2F&psig=AOvVaw0d9KOL6EMoOMxIsdY4\\_PBI&ust=1614892407290000&source=images&cd=vfe&ved=0CAIQjRxqFwoTCMig\\_JSFIe8CFQAAAAAdAAAAABAZ](https://www.google.com/url?sa=i&url=https%3A%2F%2Fgamefabrique.com%2Fgames%2Fbomberman-nes%2F&psig=AOvVaw0d9KOL6EMoOMxIsdY4_PBI&ust=1614892407290000&source=images&cd=vfe&ved=0CAIQjRxqFwoTCMig_JSFIe8CFQAAAAAdAAAAABAZ)

NES [https://en.wikipedia.org/wiki/Nintendo\\_Entertainment\\_System](https://en.wikipedia.org/wiki/Nintendo_Entertainment_System)

What emulator to use for NES? <http://www.emulator-zone.com/doc.php/nas/>

What emulator to use for NES? <https://www.youtube.com/watch?v=nFq510JjpV8>

Wiki <https://en.wikipedia.org/wiki/Bomberman>

Wiki [https://en.wikipedia.org/wiki/Super\\_Bomberman](https://en.wikipedia.org/wiki/Super_Bomberman)

Wiki [https://en.wikipedia.org/wiki/Bomberman\\_\(1983\\_video\\_game\)](https://en.wikipedia.org/wiki/Bomberman_(1983_video_game))

Fandom Wiki [https://bomberman.fandom.com/wiki/Bomberman\\_\(NES\)](https://bomberman.fandom.com/wiki/Bomberman_(NES))

History section links:

[https://www.wikiwand.com/en/Bomberman#/google\\_vignette](https://www.wikiwand.com/en/Bomberman#/google_vignette)

[https://bomberman.fandom.com/wiki/Bomberman\\_\(series\)](https://bomberman.fandom.com/wiki/Bomberman_(series))