

CRC Cards

Mercedes Banker, Jazmin Brown, Monica Ly

- Screen Manager
 - UI
 - Level-to-level transitions
- Audio Manager
 - BGM
 - Sound FX
 - Walking, bombs exploding, bumping into blocks, achievement noises(?)
 - Stage completed, next stage noise
- Score & time manager
 - Keeps track of current players' scores + displays
 - Lives left
 - Points accumulated
 - Time left (counting down)
 - Points from each enemy killed (different scores depending on mob)
- Game Manager
 - Manages game actions
 - Start game
 - Stage
 - Connected to:
 - Audio Manager
 - Time Manager
- Walls/Blocks
 - Create
 - Destroy
 - Border cannot be destroyed
 - Hidden wall trigger functionality
 - Soft blocks (can be destroyed by bombs)
 - Solid blocks (cannot be destroyed by bombs)
- Bombs
 - Create
 - Blast radius (radius can also be affected by power ups)
 - Destroys soft blocks
 - Kills enemies
 - Can kill player as well if player is within radius
 - Fire FX
- Enemies
 - Create
 - Movement (AI)
 - Deals damage to player if contact is made
 - Points obtained from each enemy (depending on the enemy, amount can vary)

- Destroy
- Player
 - Movement
 - Ability to place bombs
 - Can pick up powerups by walking over them
- Power ups
 - Powerup: blast radius
 - Powerup: speed
 - Powerup: more bombs
 - How often these appear
 - Can only appear on empty tiles (no blocks) after solid block has exploded