Hidetada   APCS2 pd1
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Final Project Proposal
Attack of the Vegetables!

General Description of Project:

Our final project is to use processing to create the game Bomb-It, but instead of bombs we use vegetables! The goal of the game is to be the last one standing. There will be at most two person functionality. The project involves a draw method that updates the game screen to show movement, AI in machines that control the non-player characters which the players play against, a maze algorithm that builds our game map, bomb dropping that involves the queue data structure, and etc.

At the beginning of the game, 4 characters spawn on the four corners of the map. Throughout the game, the user(s) will interact with the map by placing vegetables that explode. Players can move their own characters with specified controls, while the machine controlled character's will attempt to move towards the closest enemy and try to drop a bomb next to them. The goal is to eliminate the other players and be the last one standing. The starting vegetable is a cabbage which has the smallest blast radius. Throughout the map there will be various power ups such as a shield, a 1-Up, and various upgrades. Each character starts with 3 hearts.

There will be two modes. The first mode is a deathmatch and the second one is a timed game. In the timed game if multiple people are alive than the character with the most coins collected is the winner (coins will be found on the ground).