

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.

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.

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 vegetable 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).