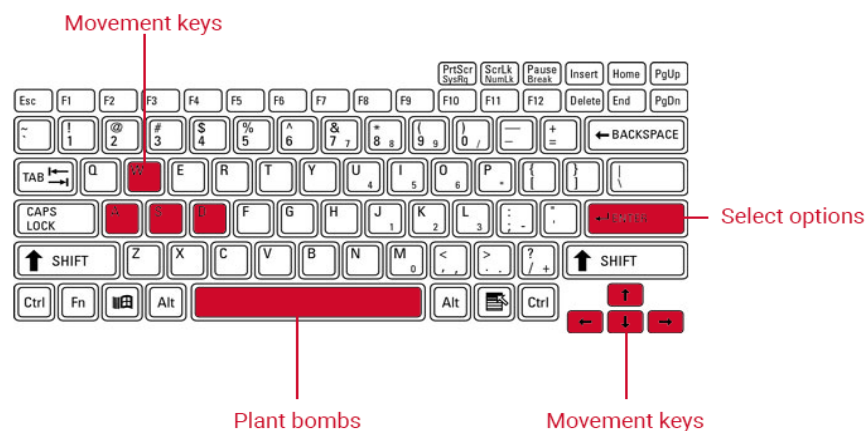# Bomber man – User Manual

By K.A.K

## Introduction

We implemented our own version of a classic video game – Bomber man. The general goal for this game is to complete the game by strategically placing bombs in order to kill enemies, monsters and destroy bricks. Exploding bombs can kill enemies, monsters, and destroy bricks. Players will be dead if they run into a bombs or a monster. For the single player version of this game, the goal for the player is to kill all the monsters. For the multiple player version, the goal is to kill the other player without being killed by the monsters. We implemented this game so that it be played against players on different computer by adding a network connection to it.

## Instructions

**Keyboard Instruction:**

**Player instruction:**
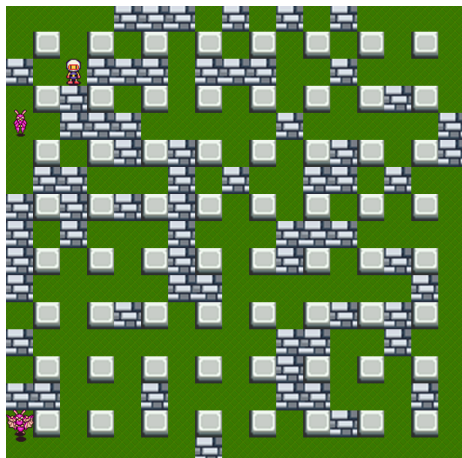
By running this file, we can see following menu:

# BOMBERMAN

NORMAL GAME
BATTLE GAME
EXIT

There are three options and by using the arrow keys on the key board, players can either start a normal game, a battle game or exit.

A normal game is a single player game. By selecting this option, player will start a game that only has one player. In order to win this game, the player need to kill all the monsters by placing bombs on the maps.

This is the normal gaming interface. The walls, which are the gray blocks normally distributed on the map, are not destroyable. On the other hand, the bricks, which are randomly distributed on the map, can be destroyed and sometimes has a power-up hidden underneath it.

A <mark>battle game</mark> is a multiplayer game where after entering, player will see the following dialog:

**DO YOU WANT TO BE THE HOST?**

**■ YES      NO      BACK**

By selecting Yes, player will be the host and their IP address will be shown in the NetBeans interface.

**ENTER THE HOST'S IP :**

**ENTER              BACK**

Other wise, this dialog will pop up. Player should enter the host's IP address and then hit enter to enter the game.

This is the <mark>multiplayer</mark> interface. Two players are in two corners of the map and their goals are to kill the other player.

There are our player characters. They can play bombs and are playing against each other.

This is the bomb that can destroy the bricks and monsters as well as players. Players can place one and only one of these on the map by hitting the space key in their key board. They will explode 3 seconds after the player dropped them.

This is the monster we use. Be careful of these! They can easily kill the player by just running into them. However, player can also kill them by dropping a bomb next to them. There will be a new monster spawning every 30 seconds.

YOU WIN

press enter to go back to main menu

YOU LOSE

press enter to go back to main menu

After the player finished the game, they need to hit enter and return to the main page.

Enjoy!