

Project Bomber Man Reloaded

User manual version 1.0

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Program Description:

Bomber Man Reloaded is an adaptation of the original 1983 Bomberman game made by Hudson Soft. With the help of the keyboard and mouse, the user is able to navigate through a menu that introduces the game. The objective of the game is to score as many points as possible while destroying crates and enemies and finding the exit without dying or timing out.

When the program is ran, a menu with several submenus are available to the user. These submenus allow access to all levels, how to play controls, high scores, and credits.

When the gameplay is initiated, a level pattern is assembled from a png file. Each level contains crates, power ups, A.I.s and the player.

The player is able to move in four directions and plant bombs to destroy crates or enemies. At spawn, the player has default stats for movement speed, hit points and available time to defeat level. During the level, the player can use power ups to increase his stats and points. The game contains a total of 10 levels.

The player loses when time runs out, or when his hit points reach 0. In this case, a game over screen appears and prompts the user to enter a 3 letter name. If the final score is within the top 10 score list, the name of the user and his score will be added to the list.

How to Run Program:

The program is ran on eclipse. Once started, the game cover page is initiated. Pressing spacebar or a left mouse click will change the state to menu state. At the menu state, all controls are from the mouse left clicks, except the esc key which can be used to exit the game window at any moment. Each submenu click changes the state and brings out the associated submenu. Each submenu has a link back to the main menu.

During gameplay, the user must use the WASD keys to navigate the level and use the spacebar to destroy crates and create paths. When the exit spot is reached, the next level is rendered.

When the user loses, a game over screen starts and the user can input 3 characters. If the final score is within the top 10 list, the score will be added in.

Bugs/Glitches:

If bomb and enemy overlap, enemy is pushed out from blocks. This is due to collision effects.

Power ups not picked up from previous levels are seen at the next level until a new power up is spawned.

Speed of more than 8 for the player will result in wall bouncing and out of map positioning.