I. Project Description

Game Description: 2-player bomberman game with a minesweeper twist!

Gameplay: The playing field will be a grid board, with 2 players being free to roam around each square. There will be bombs spawning at random around the map, where each player can 'collect' to fill their bomb pouch. Then, they can proceed to plant a hidden bomb on whichever square that they may like. The objective of the game is to wipe out the other player by planting bombs and coercing them into stepping on the tile with the hidden bomb.

II. Tool Name

Our game will be called ‘Ok, Boomer’.

III. MoSCoW Matrix

Must have:

* Graphical User Interface (GUI)
  + Players will be able to see where they are on the screen.
  + Scoreboard: Players will be able to see the current score.
  + Player Lives: Players will be able to see the number of lives they have remaining.
  + Bomb Pouch: Players will be able to see the number of bombs they have in their pouch.
* Multiplayer support for 2 players.
  + One player will use arrow keys to move, while the other will use ‘wasd’.
* Game Logic / Engine:
  + Game logic will involve updating the state of game.
    - Calculating what to do when a player is bombed.
    - Calculating which coordinates to move the player to when they press a key on the keyboard.
    - Calculating what to do when a player picks up a bomb.
    - All bombs planted will be hidden to both players.
  + Will manage and control game logic.
  + Anything else a game engine is supposed to do.

Should have:

* Visual effects:
  + All players should be able to see where a bomb is planted for the first 2 seconds.
  + All players should have a ‘footstep’ trail following them.
  + Bomb explosion should be shown.
* More items besides bombs:
  + Shield Item: Players who are shielded do not lose a live when they step on a bomb.

Could have:

* Option to change map size
* Character / Item sprites
* More types of bombs:
  + Bombs with different blast area / effects.

Would have:

* Game audio
* Customise character sprites / trail colours