Sick Bombz User’s Guide

Creator: Paul Oh

# Getting started

1. This program is a 2 player competitive game where both players try to kill each other by planting bombs at a certain location.
2. This program contains extremely minor bugs as listed below.
3. First, download the program through a zipped jar file (unavailable at the moment because I’ve been trying to find a way to perfectly create the jar file from IntelliJ for several hours but errors keep showing up).   
   Or you can download the program through a zipped file of the java files (no errors).
4. Second, unzip the zipped files.
5. With the jar file, you can click the jar file and the program will execute normally.
6. With the java file, open the “SickBombz” folder.
   1. SickBombz folder contains all of the classes.
   2. Graphics folder contains all of the images and .txt files.
7. Open the Main Class from the folder, run it.
8. If the above does not work, create a new project, then a new package on your own and name it “SickBombz”.
9. In the package folder, copy and paste all the classes from the old “SickBombz” folder.
10. Move the “Graphics” folder to your project folder.
11. Open the Main Class from the new “SickBombz” folder and run it.

# Sections for each feature of the program

### Start Frame

1. Enter both player’s names.
2. Select the type of map you want to play.
3. Press “PLAY” to go to the game frame and play the game.
4. Press “INFORMATIONS” to go see how to play the game.
5. Press “CREDITS” to see who made the game.

### Controls

1. Player 1 Controls:
   1. Left: A
   2. Right: D
   3. Up:W
   4. Down: S
   5. Plant Bombs: Space Bar
2. Player 2 Controls:
   1. Left: Left Arrow Key
   2. Right: Right Arrow Key
   3. Up: Up Arrow Key
   4. Down: Down Arrow Key
   5. Plant Bombs: Enter

### Game Frame

1. Player 1 starts at the right bottom corner and Player 2 starts at the top left corner.
2. The main goal of this game is to kill each other by planting bombs
3. Both players can plant bombs and move around using the controls
4. The bomb explodes and gives an animation showing how much the explosion extends
   1. The bomb explodes in 4 seconds
   2. The explosion lasts for 1 second
5. If the player is within the explosion range, the player loses 1 life
6. When one of the players have 0 lives, the game ends and the opposing player wins
   1. Loads onto the end screen.
7. There are 3 main different types of blocks
   1. Wall
      1. For wall, you cannot destroy or move past it
   2. Ground
      1. For ground, this is the place where players move around
   3. Crate
      1. For Crate, the players cannot move past it, but they can destroy the crate if it is within the range of the bomb explosion
      2. The crate also stops the bomb explosion from extending further out than the crate
8. 2 Types of Items:
   1. Add bomb: Player can place 1 more bomb at the same time.
   2. Power Up: Player’s bomb range extends by 1 block in all directions.
9. Mini Game
   1. User interaction
   2. When the player hits a leaf totem, another frame pops up, and that’s the mini game
   3. The player must type the entire sentence with each letter an alphabet after
      1. So “a” -> “b”
      2. The capital words do count and any punctuation and spaces can remain the same
   4. The player got it right receives an extra life

### End Frame

1. Displays who the winner is
2. Click “Menu” to go back to StartFrame, the menu

### Information

1. Displays the controls and how to play the game
2. Click “Menu” to go back to StartFrame, the menu

### Credits

1. Displays the Developers of this project.
2. Click “Menu” to go back to StartFrame, the menu

# Limitations or bugs of program

1. The players are not allowed to kick the bombs to move them
2. There weren’t a lot of limitations or bugs in the program