BOMBER

Classes:

Abstract Character w/ Player,Bot (extend Character)

* Player- Human Character
* Bot- AI Character

Abstract Board w/ Map (extend board)

* Map- Multiple maps, grid to play on

Abstract Item w/ Bomb, BombUp, FireUp, Shield, LifeUp, Rocket, SpeedUp(?), Ice (Slippery), Mine, UltraBomb, BombDefuse

* Bomb- Placeable bomb, explodes after set period of time in 4 cardinal directions (Range, Number of bombs variable)
* BombUp- Increases Character’s number of on-screen bombs by one
* FireUp- Increases range of bomb’s fire by 1
* Shield- Provides a shield that protects you from fire for 1 hit
* LifeUp- Increases current # of lives by 1
* Rocket- Next 3 bombs will be rockets, which move forward in a straight line until colliding with a Character or Block
* SpeedUp- Increases speed
* Ice- Next bomb will change the 2 tiles in front of the Character (provided they are not blocked by a Brick or Wall) into Ice- Bomb is not placed
* Mine- Next bomb will place a bomb which disappears after 3 seconds, and explodes on collision with any Character
* UltraBomb- Next bomb placed will be an UltraBomb, whose fire has infinite range and destroys all Bricks and Characters fire comes in contact with
* BombDefuse- Next 3 bombs are replaced by a Defusor, which, if used while facing a bomb, destroys the Bomb and decreases the owner of the Bomb’s # of bomb uses by one

Abstract Block w/ Wall, Brick, Ice, Tile

* Wall- Indestructible Block, Items and Characters cannot pass through
* Brick- Destructible Block, can be removed by Fire or collision with Rocket- prevents Fire from passing through- Contains 20% chance of non-Bomb item appearing
* Ice- Destructible Block, coefficient of friction is too d\*\*\* low, Character slide past Block- Can be destroyed by Fire, Bomb and Mines cannot be placed on Ice
* Tile- Indestructible Block, Items and Characters can pass through/stand on. Default block, appears when Brick or Ice is destroyed.