Project title (Bomberman)

Author (Emil Popescu)

affiliation: <Faculty of Automatic Control and Computer Engineering, Iasi>,
email: <emil.popescu@tuiasi.ro>,
academic year: <2012 - 2020>

- **Gameplay:** ... (*ex: Single player campaigns where the player must defeat enemies and reach an exit to progress through levels, and multiplayer modes where players must attempt to eliminate each other and be the last one standing. Gameplay involves strategically placing down bombs, which explode in multiple directions after a certain amount of time, in order to destroy obstacles and kill enemies and other players. The player can pick up various power-ups, giving them benefits such as larger explosions or the ability to place more bombs down at a time. The player is killed if they touch an enemy or get caught up in a bomb's explosion, including their own, requiring players to be cautious of their own bomb placement*)

- **Plot:** ... (*ex: The game is set somewhere in a galaxy known as the Bomber Nebula, usually on Bomberman's home planet, Planet Bomber. "Bomberman" (the eponymous character of the game) worked day in and day out making bombs in an underground factory of the Bungeling Empire, but he dreamed of liberty, so he plotted his escape. After hearing a rumor that robots reaching the surface become human, he decides to escape. He was aided by the only skill he knew, bombmaking, by using the bombs to destroy enemies preventing his escape and clearing blocked walls.*)

- **Characters:** ... (*ex:*
    - ***Bomberman*** *is the protagonist and player-character. He is usually portrayed as the heroic yet cheerful type, often saving his home planet from disaster. He has the ability to generate bombs in his hands*)
    - ***Black Bomberman*** *looks identical to Bomberman and acts as the second player in the two-player story modes of the games*)

- **Mechanics (turns, game points, user interaction, keys):** ... (*combination and interaction of many elements of a game*)

Evaluare:

#	Criteriu	Realizat
1	Abstractizare	
2	Încapsulare	
3	Moştenire (ierarhie de grad 3 minim)	
4	Polimorfism	
5	Interfeţe (clase abstracte)	
6	Gestionarea erorilor (excepţii)	
7	Salvarea sau încărcarea configuraţiei jocului (Lucrul cu fişiere)	
8	Număr de niveluri cu dificultate graduală (minim 3)	