**Game mechanics:**

1. Skills:
   1. Rush x distance toward the direction player is facing. Cool down: 2 seconds.
   2. Different characters who have different abilities. For example, one character can run faster but he will receive more damage.
2. Map:
   1. Different maps. For example, windy maps will have wind to blow the bomb to different directions.
   2. Items. For example, players can throw bananas on the ground to make other players fall down.
   3. Special bombs.
3. Others:
   1. After 2 players die, there will be 2 bombs at one time to make 1 vs 1 more interesting.
   2. Single/multi player mode (Against AI). There will be a story line and different levels.

**Art:**

1. More good-looking user interface and map.
2. Boom creation animation. When the bomb is created, there will be an animation.
3. Player die: Player will disappear when he dies. Instantiate a skull at the place he died. The skull has not collider.