# BOMBERMAN

2022.12.14

# SUMMARY

STORY

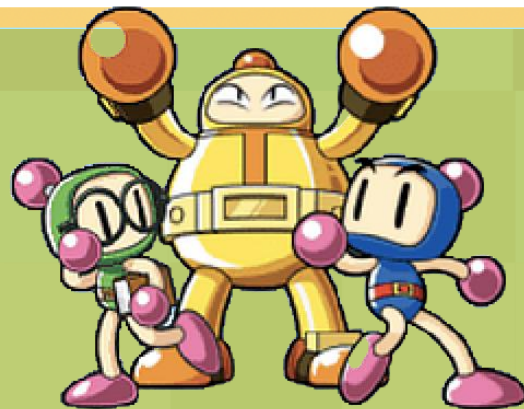PROJECT PRESENTATION AND ARCHITECTURE
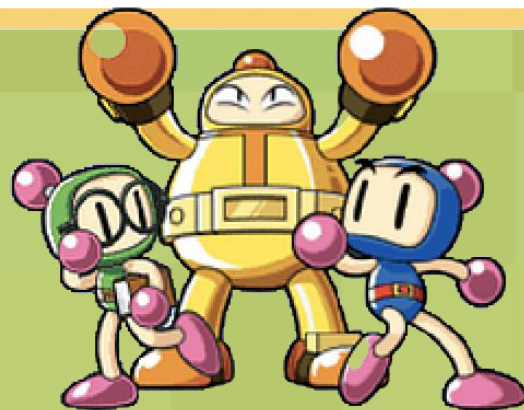
DEMONSTRATION

HOW TO PLAY

BONUSES

# STORY

# PROJECT PRESENTATION AND ARCHITECTURE
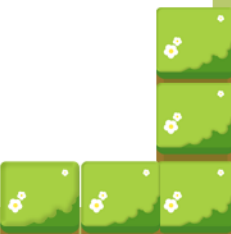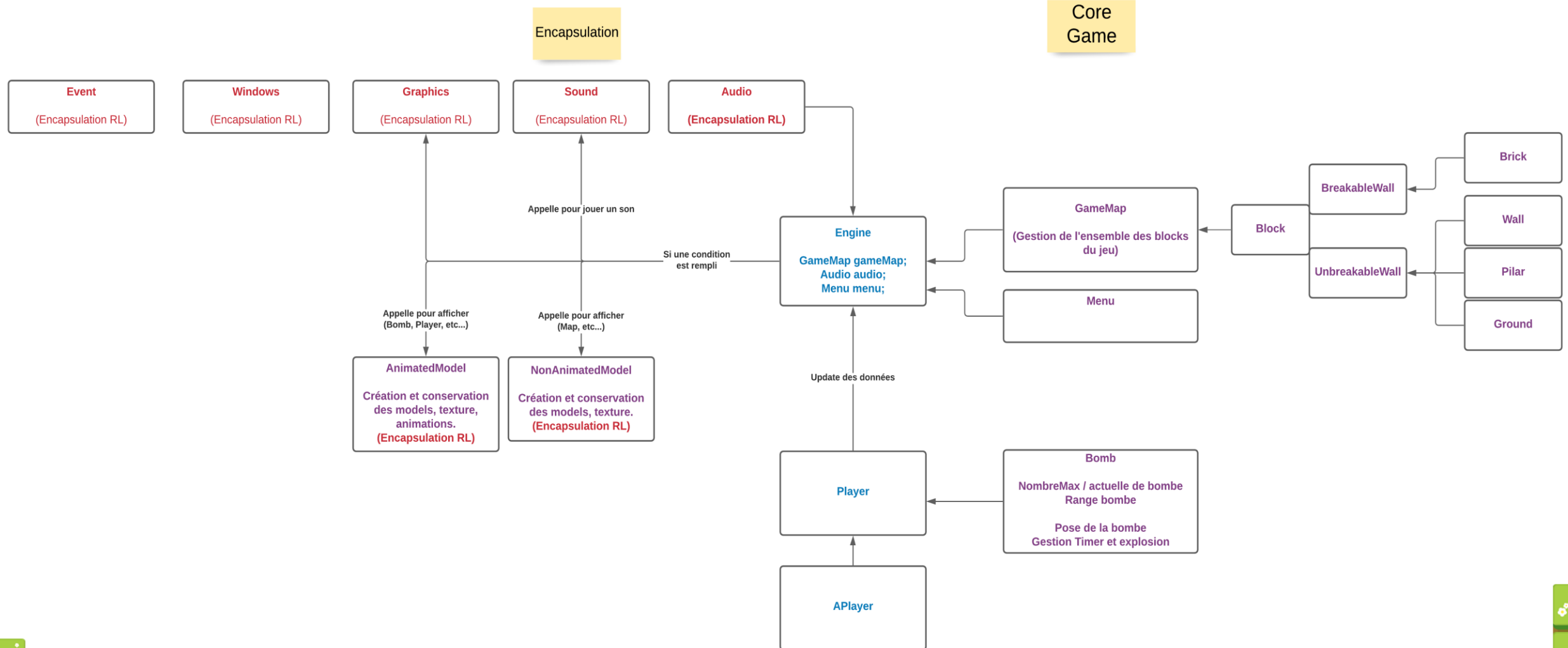
# PROJECT PRESENTATION



REPRODUCTION OF THE GAME BOMBERMAN

MADE IN C++ WITH THE 3D RAYLIB LIBRARY

CUSTOMIZABLE MAP

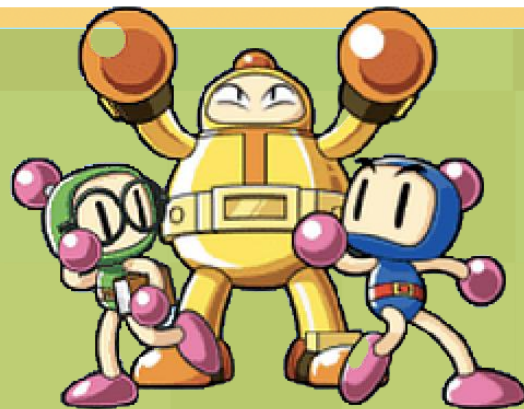MULTIPLAYER OR AGAINST REAL PLAYERS

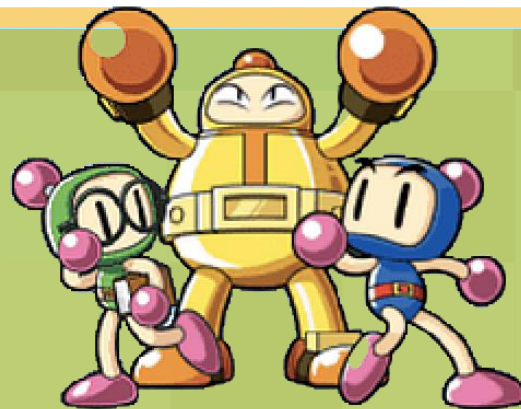(FROM 1 TO 4 PLAYERS)

Encapsulation

Core
Game

**Event**
(Encapsulation RL)

**Windows**
(Encapsulation RL)

**Graphics**
(Encapsulation RL)

**Sound**
(Encapsulation RL)

**Audio**
**(Encapsulation RL)**

**Brick**

**BreakableWall**

**GameMap**
**(Gestion de l'ensemble des blocks du jeu)**

**Block**

**Wall**

Appelle pour jouer un son

**Engine**
**GameMap gameMap;**
**Audio audio;**
**Menu menu;**

Si une condition est rempli

**UnbreakableWall**

**Pilar**

Appelle pour afficher
(Bomb, Player, etc...)

Appelle pour afficher
(Map, etc...)

**Menu**

**Ground**

**AnimatedModel**
**Création et conservation des models, texture, animations.**
**(Encapsulation RL)**

**NonAnimatedModel**
**Création et conservation des models, texture.**
**(Encapsulation RL)**

Update des données

**Player**

**Bomb**
**NombreMax / actuelle de bombe**
**Range bombe**

**Pose de la bombe**
**Gestion Timer et explosion**

**APlayer**

# DEMONSTRATION

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# HOW TO PLAY

# HOW TO PLAY
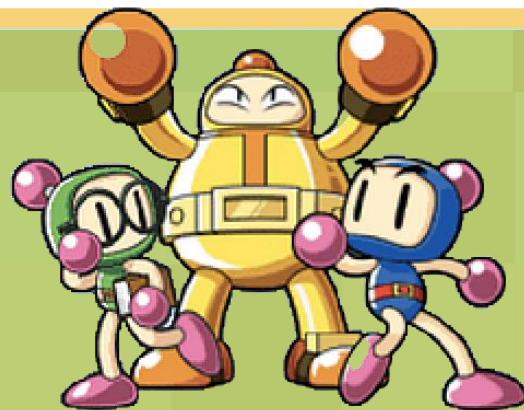
Z Q S D to move the player 1

SPACE to drop a bomb

E S D F to move the player 2

R to drop a bomb

# BONUSES

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Collision detection

Animations

Usage of an open source library (Raylib)

Project uploaded to Github

# THANK YOU!