Bomber Man

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1 Overview

Bomber man is a 2D single or multi-player game which was developed by Hudon Soft and has been distributed in many versions. In this game, the players use bombs to clear the obstacles and 'kill' other players. The last player who survives from the bombs will win. It involves the player navigating through the maze, using bombs to eliminate obstacles and enemies.

2 Objectives

- Design maze structure
- Implement player movement, and bomb placement and explosions
- Generate removable and non-removable obstacles, props, etc.
- Add in-game sound effects
- Support local multiplayer

3 Hardware

- FPGA
- VGA
- Keyboard arrow keys for input (WASD or arrow keys)
- Audio: bombs, winning, failure, background, etc

4 Milestones

- Implement game logic in C
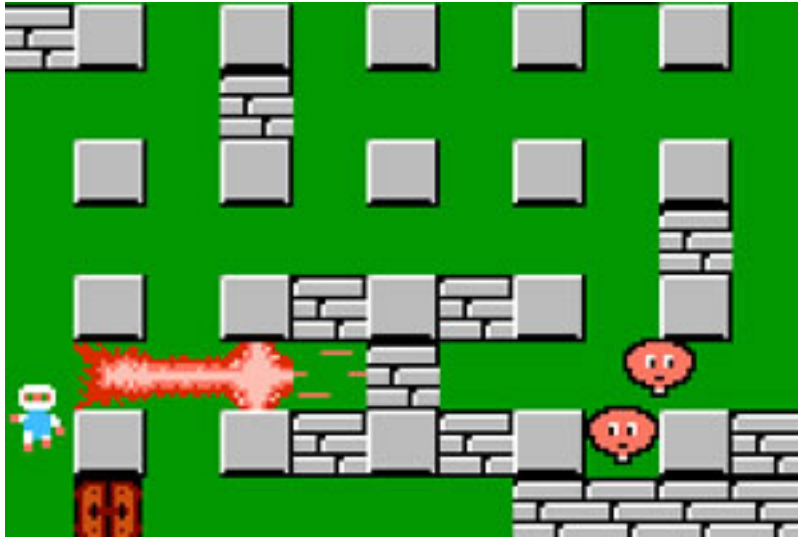- Implement visuals on FPGA and VGA

Figure 1: bomberman

- Implement skeleton single player mode on FPGA

- Implement audio and add more game features

- Implement multiple players mode and add starting UI