

# Retroboom: Manual

Our game is highly inspired by "Bomberman", however we had to cut some of the original mechanics such as power-ups or destroying walls.

We also tried to implement a scroll but made things much more complicated so we had to drop it.

We had many personal and/or time issues that affected the final product. We ended up making a reduced version of the game we wanted to do: Less enemys, less maps, worse IA and not the finest graphics possible.

In the end, the goal in our game is to kill all the enemys and avoid getting killed by them. We'll have to put the bombs wisely and trick the bad guys. Bombs will explode after a short period of time, enemys will try to avoid them if possible. A new map will start each time we get rid of all them. The player will have to complete 5 maps in order to beat the game. If he dies at any moment, he will restart at map number 1. So the challenge is to do the 5 maps without dying.

Our gesture to Camelot Warriors is on the sprites: The border, the helmets, even the enemys and the player fits the theme more or less. We also have a map with a big cross in the middle

## **Keys:**

← : Move left.

↑ : Move up.

→ : Move right.

↓ : Move down.

SPACE : drop a bomb in front of us.