

BomberTwo

Chain Reaction in its Mechanics

Cascaded Explosion

- Active/passive bomb
 - Active bombs trigger themselves
 - Passive bombs are triggered by other bombs
- Flammable objects in the map
 - Oil bucket, haystack, wooden fence, tree, etc

Survival Bonus

- Each round, surviving players have their total resources doubled.
- Later rounds unlock powerful and costlier bombs.

Potential Technical Achievements

? Multiplayer Gameplay

? AIGC (elements/maps)

? Visual Simulation (explosive effects)

AI Generated Contents

I would like you to help me design a map for a Bomberman game with at least 2*2 blank moveable spaces in each consecutive space. Please use the number 2 for unbreakable walls, the number 1 for breakable walls, and the number 0 for empty spaces. Output only map contents without any text.

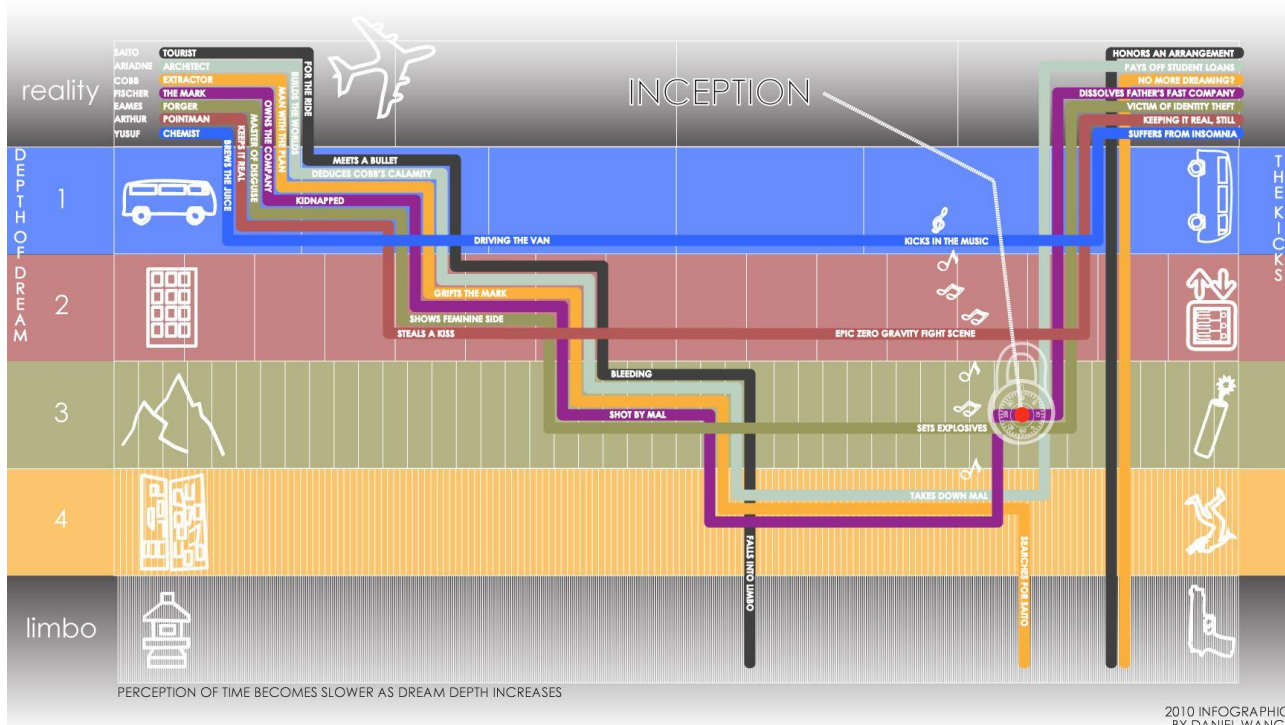


 Copy code

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2 2 2 2 2 2 2 2 2 2 2
2 0 1 0 2 0 1 0 2 0 2
2 1 2 1 2 1 2 1 2 1 2
2 0 1 0 0 0 1 0 0 0 2
2 2 2 1 2 2 2 1 2 2 2
2 0 0 0 2 0 1 0 1 0 2
2 1 2 1 2 1 2 1 2 1 2
2 0 1 0 0 0 1 0 0 0 2
2 1 2 1 2 1 2 1 2 1 2
2 0 1 0 2 0 1 0 2 0 2
2 2 2 2 2 2 2 2 2 2 2
```

Novelty

- Round-based Bomberman
- Time dimension in gameplay



Our Inspiration

Bomberman(Action) - Blast in Maze



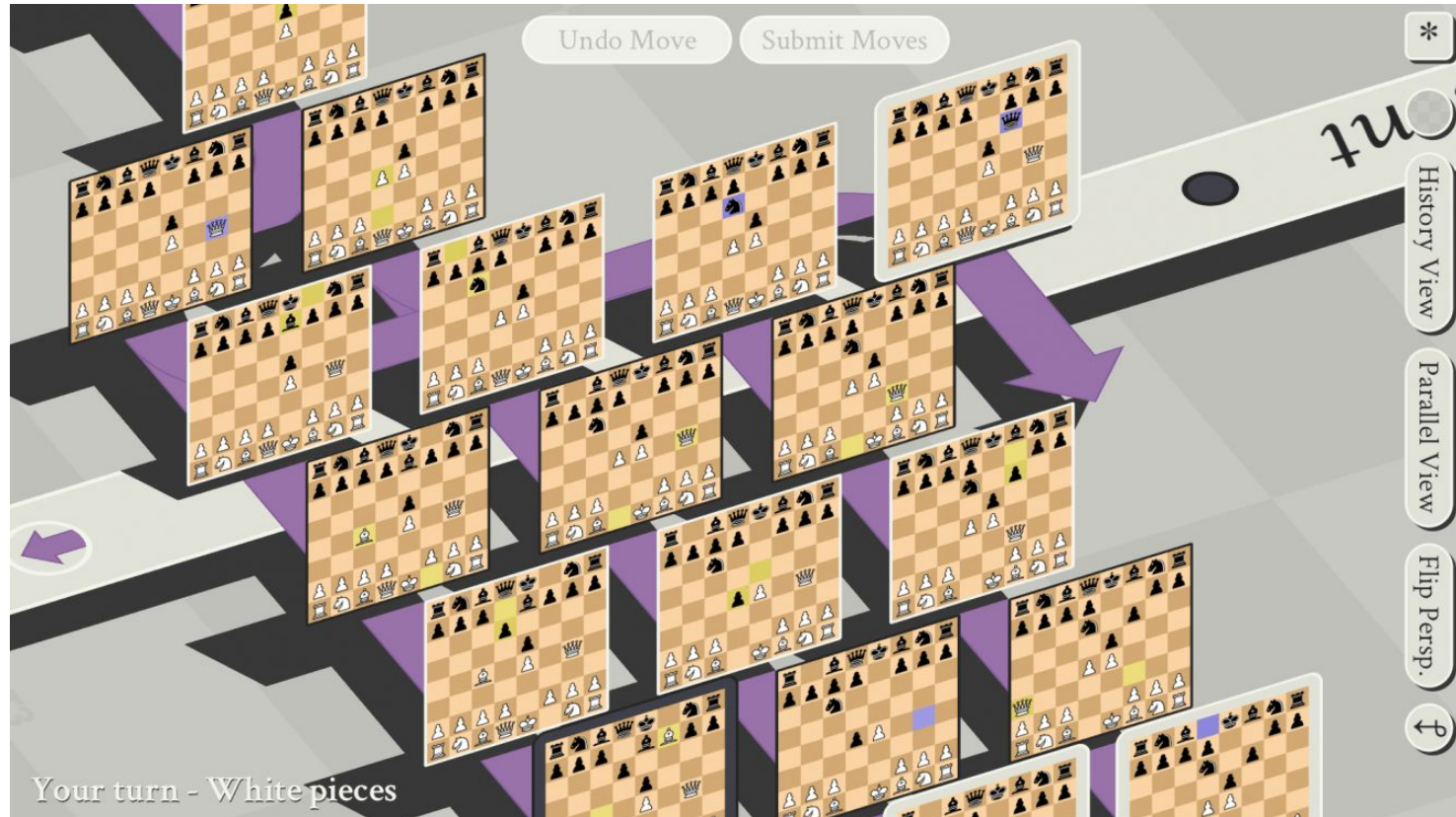
Quantum League(FPS) - Time Travel



Candy Crush Saga(3-Match) - Cascaded Effects



5D Chess(Strategy) - Multiverse Time Travel



Discussion

We are looking forward to your feedback!