Bomberball

Instructions.

**This game is meant to be player together.**

**Controls:**

Player 1 Player 2

Move left/right A/D Left arrow/Right arrow

Adjust shield up/down W/S Up arrow/Down arrow

Jump Shift Space

**Rules:**

The target of the game is to destroy the other player’s stairs, and make him fall into oblivion.

First to get 5 points wins the game!

**Powerups:**

**C:\Users\Mathijs\Documents\GameMaker\Projects\snoerkie.gmx\sprites\images\Powerup_2.png**

Fireball, sets the ball on fire.

C:\Users\Mathijs\Documents\GameMaker\Projects\snoerkie.gmx\sprites\images\Powerup_1.png Shield enlarger, makes your shield bigger.

C:\Users\Mathijs\Documents\GameMaker\Projects\snoerkie.gmx\sprites\images\Powerup_3.pngStairs repair kit, repairs a set of stairs.

C:\Users\Mathijs\Documents\GameMaker\Projects\snoerkie.gmx\sprites\images\Powerup_4.png Extra bomb.

C:\Users\Mathijs\Documents\GameMaker\Projects\snoerkie.gmx\sprites\images\Powerup_5.png Shot of steroids, makes you move faster.

C:\Users\Mathijs\Documents\GameMaker\Projects\snoerkie.gmx\sprites\images\Powerup_0.png Superjump, its makes you jump super high.

C:\Users\Mathijs\Documents\GameMaker\Projects\snoerkie.gmx\sprites\images\Powerup_6.png Random powerup.

Information

My name is Mathijs Roosen, I made this game as an assignment for the school NHTV in Breda (the Netherlands) and I enjoyed making it very much.

I made this game from scratch, the only thing I didn’t do myself is the music.

The sprites used in the game were not drawn by a mouse or a tablet, but on actual paper, and then scanned into the game.

I made this game in about 2 weeks, and it all went pretty well.

The music from the game is composed by: 2 bad roksonix zippy.