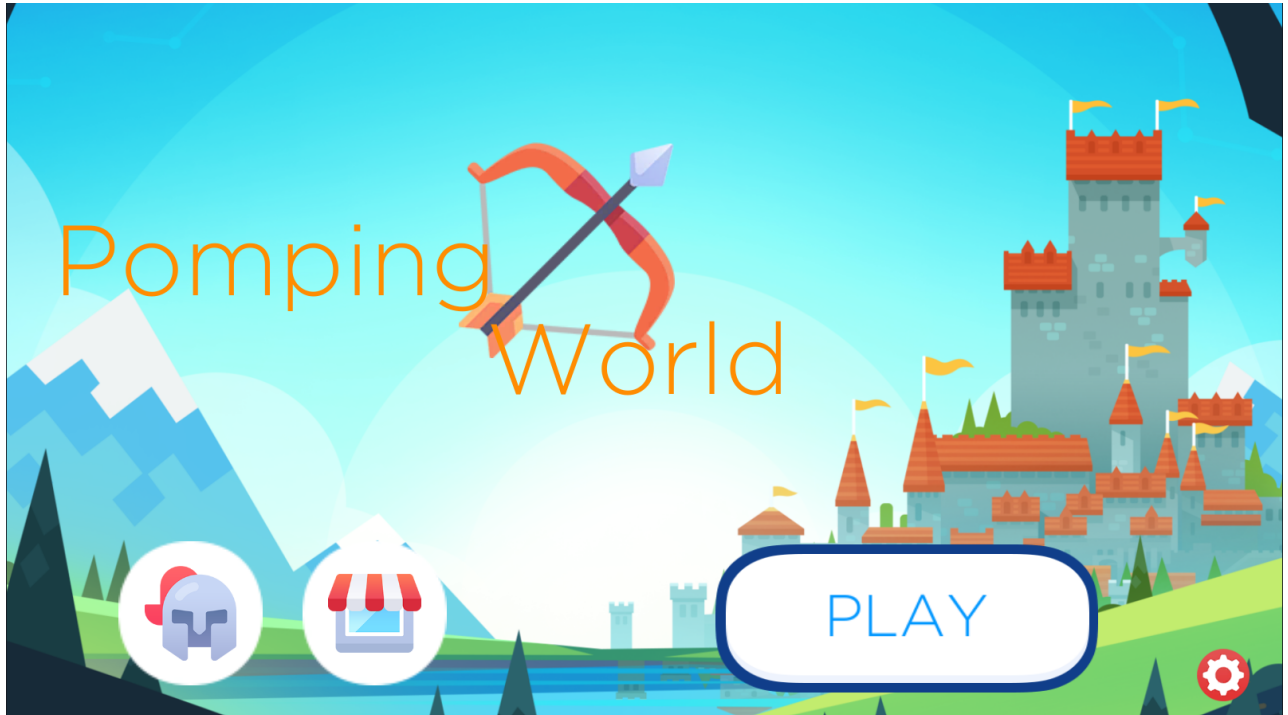# Final Project

## Pomping World



**Genre:** Single player, Arcade game
**Platform(s):** Android/IOS

**Background:**

Pomping World is the remake of the interesting arcade game Buster Bros in 1989 released by Mitchell Corporation. The basic gameplay is to destroy the bouncing balloons that are terrorizing several of Earth's landmarks and cities. Player needs to destroy all the balloons before the time is up or the game will be over.

There are temporarily 5 stages at 5 different locations. Each location has a unique background that shows the region's famous landmarks. They are Mount Fuji in Japan, Lattice tower in Paris, Great Buddha of Thailand, Egypt Giza Pyramid Group, Victoria Harbor in Hong Kong.

**Gameplay mechanics:**

The stages start with the largest balloon. Player presses the shooting button on the right side of the screen and an arrow will be launched from the current position of the player. He is not able to shoot again until the arrow is destroyed.



The largest balloon will be separated into two smaller balloons after being shot. After dividing 4 times, the smallest balloon will be destroyed. Player gets coins after hitting the smallest balloons. If the player touches a balloon of any size, he loses a life and when the life reaches less than zero, the game will be over.
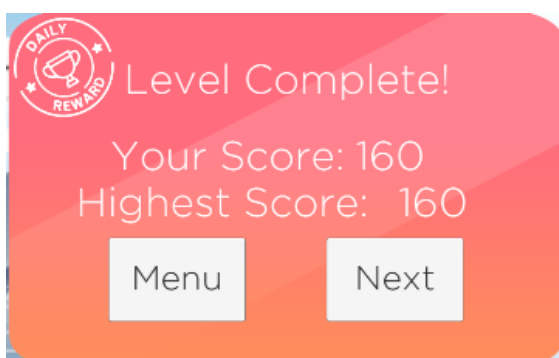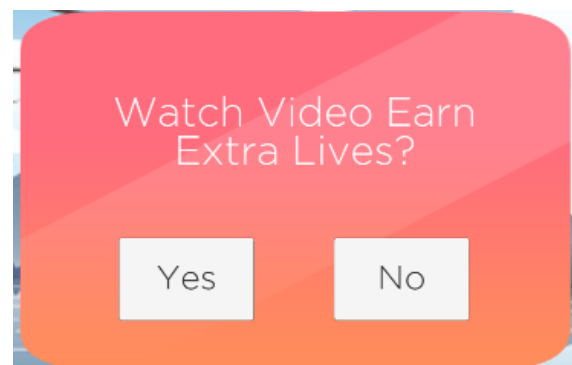
There are some assistance items for the player. When a balloon is popped, special collectable items may drop down(~20% probabilities). There are 5 items in total: timer, shield, double coins, dynamite and chicken.

- Timer: Increase the amount of remaining time by 10-20s randomly
- Shield: Protect the player from being killed by the balloons for 3s
- Double coins: Multiple the amount of the coins collected by two for 5s
- Dynamite: All balloons are divided into two smaller one for one time. Notice that there is no effect for the smallest balloon.
- Chicken: Increase the player's life by 1.



If life is used up, a panel will be popped up to ask if the player wants to earn extra life. Extra life is rewarded if the player watches the advertisement video and he can continue with his game. The game will end immediately if the time is up.





Once all of the balloons are being destroyed, the level is regarded as finished. Player checks the current score and highest score. He can then advance to the next level or back to the menu.

Each stage contains a different layout of blocks. Some of them will be destroyed after being shot, and others do not.
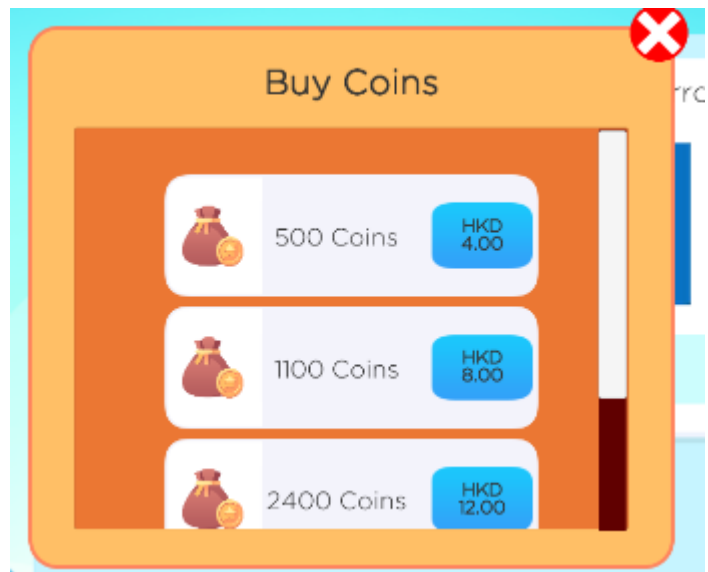
Unbreakable blocks stage:



Breakable blocks stage:
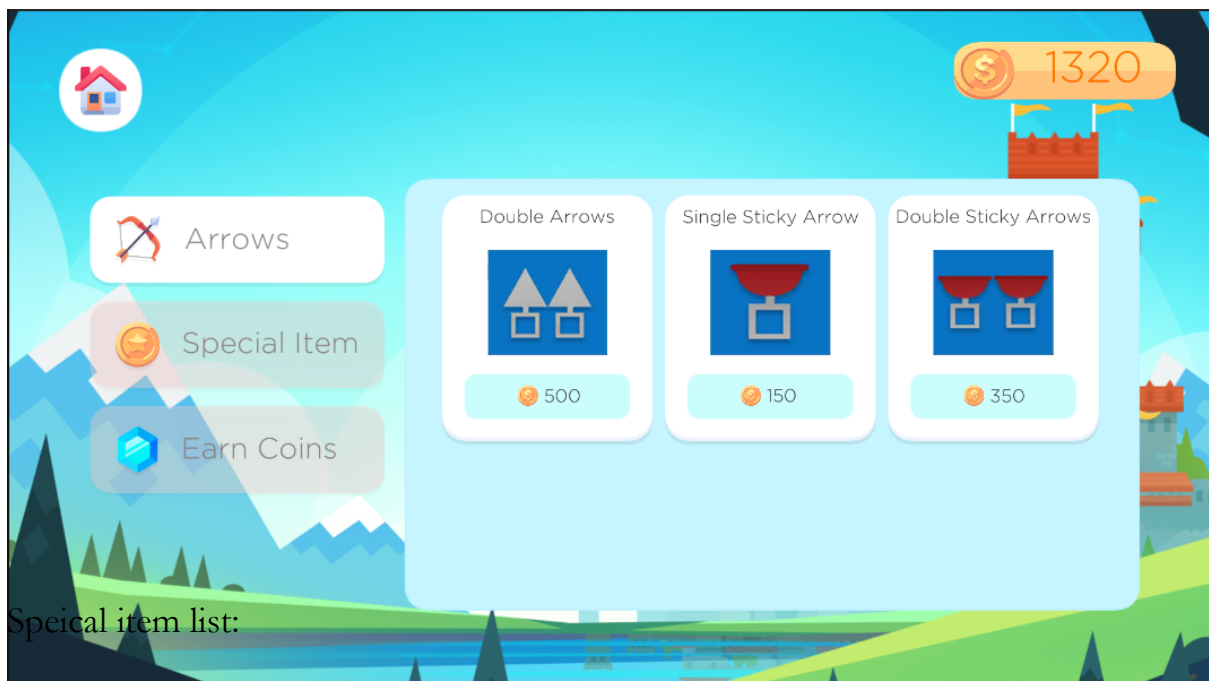
**Shop system:**

Coins supplement:



- 500 coins(HKD 4.00)
- 1100 coins(HKD 8.00)
- 2400 coins(HKD 12.00)
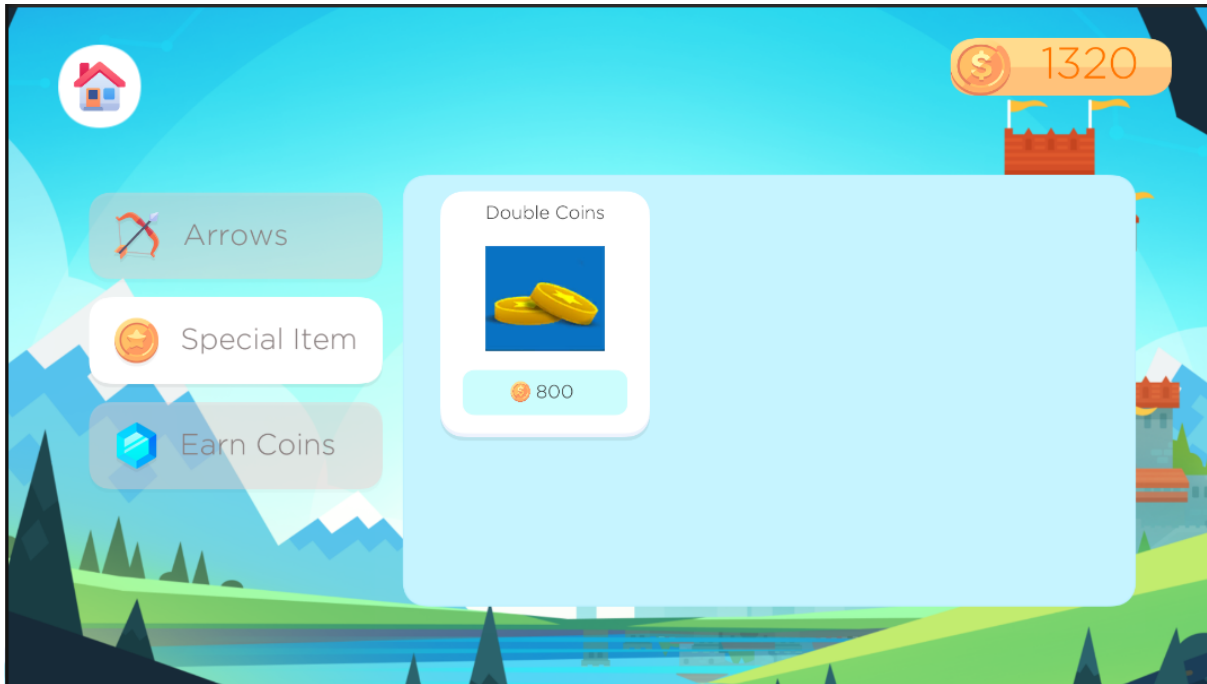- 3000 coins(HKD 16.00)

Weapon List:
Besides the default weapon, there are three other options for the player. They are double arrows, single sticky arrows and double sticky arrows. New bought weapon is automatically equipped for the player.

- Double arrow: A twin arrow that allows two shots at once.
- Single sticky arrow: A special arrow that stays attached to the ceiling or block for a short period of time.
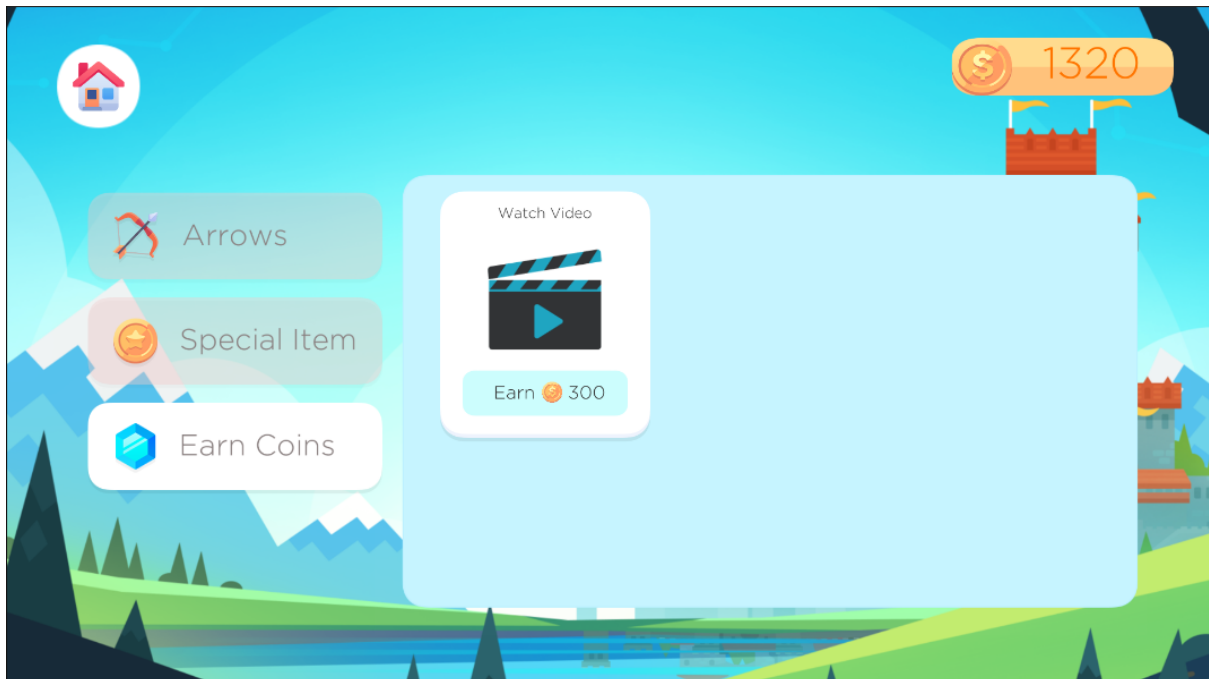- Double sticky arrow: A twin sticky arrow that allows two shots at once



Speical item list:

- Double Coin: Permanent double coins effect



Earn Coins list:
- Watching video: Reward 300 coins after watching without skipping. Notice that you are able to watch the new video only after 10s.

**Character:**

There are six different characters. Each has a unique voice and animation. The current selected weapon is displayed on the lower right corner of the player icon. You may switch to the other weapons by clicking the icon once again.

- Kenshi
- Skull
- Wizard
- Ninja
- Warrior
- Archer

**Settings:**

- Sound turn on/off
- Information
- Archievement
- Leaderboard
- Login
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Thanks for playing!

By Patrick Tung