

BomberDie

Character



The player embodies one of four half humans, half animal creature.

The player's character is trapped with its friends in a battle to the death where only one can survive!

Camera and controls



The camera has a top-down view like most Bomberman Games.



- **Left JoyStick to move**
- **A** allows the player to put a bomb where the character is standing.
- **X** allows the player to detonate the bomb if he gets the right power up.
- **B** allows the player to kick the bomb in front of the player if he gets the right power up.

Pillars and Persona

1

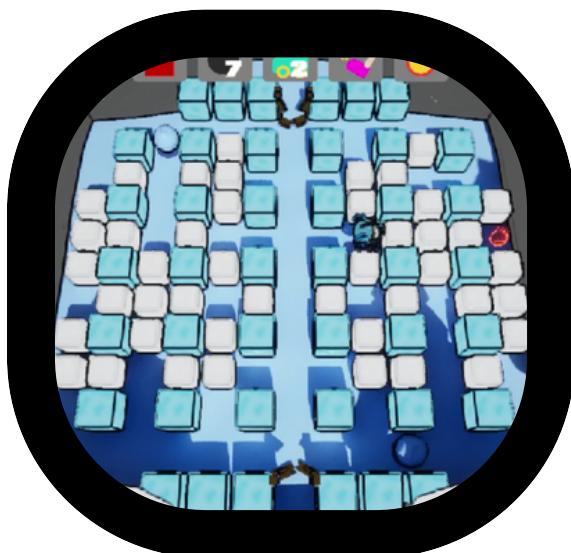
The world needs to be cartoony and cute and at the same time, be violent in a dark funny way.



2

The game must feel like a normal Bomberman Game with a few twists, like the snowball event.

Gore Effect



3

The game must feel like a responsive online experience.

Snowball Event

Robert has a dark sense of humor and likes to have fun with his friends. He also likes the chaos of Mario Kart and the sweaty competition of Super Smash Brother's!

