

Gui Skizze

Exported at: Tue Mar 10 2015 14:20:56 GMT+0100

Server

JBombberman - Server

Your IP 192.168.1.33

Name

Description

Start server

Server stopped

JBombberman - Server

Your IP 192.168.1.33

BomberServer

Best bomb

Stop server

Server running

Players

Player 1
alive

Player 2
alive

Player 3
dead

Player 4
alive

Time remaining
12:37

Client

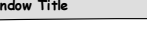
JBomberman

Connect to a server:

Server address

Public servers:

Server	Description	
BomberWorld	For everyone!	<input type="button" value="Connect"/>
BomberFever	Come in and bomb	<input type="button" value="Connect"/>
AllBomber	Pace your bomb now!	<input type="button" value="Connect"/>
ManBomber	Reverse gaming	<input type="button" value="Connect"/>



Window Title

Server could not be reached

OK

The screenshot shows the JBomberman game interface. At the top, a title bar reads "JBomberman" and contains standard window control buttons (minimize, maximize, close). Below the title bar, a status bar indicates "Connected to: 192.168.1.133" and a "Disconnect" button. The main play area is divided into two sections. On the left, a large square represents the player's own avatar, labeled "You", with a button below it that says "I'm ready". On the right, a vertical list titled "Players" shows three other players, each with a small square avatar icon and a status label: "Player 1 ready", "Player 2 not ready", and "Player 3 ready". At the bottom of this list, there is a fourth entry labeled "You not ready".