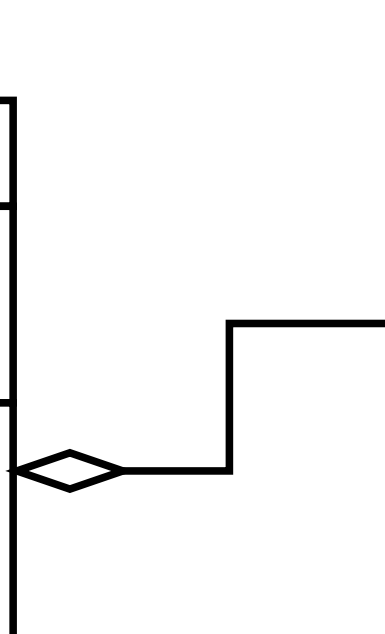
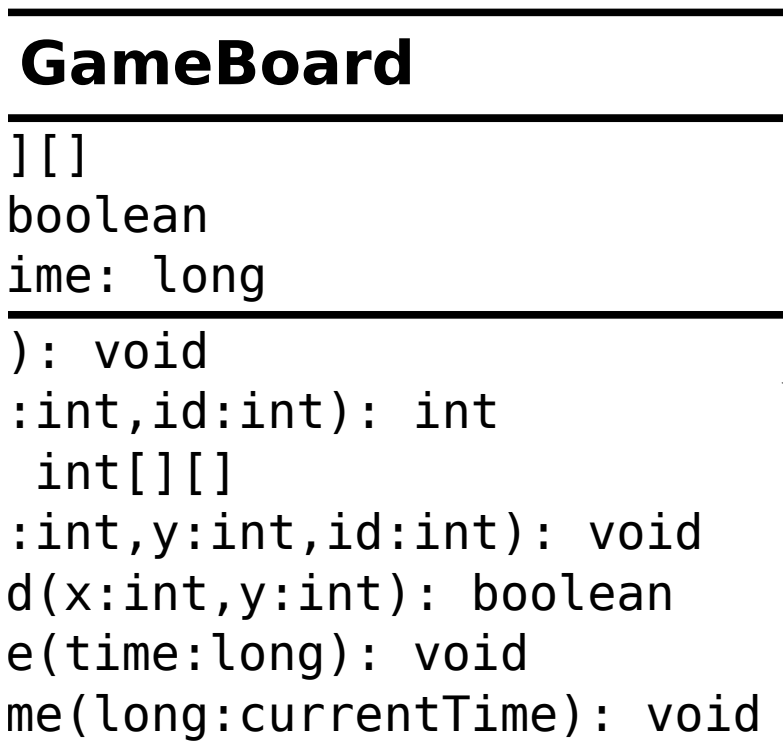




+board: int[ +isEndgame: +startStoneT
+resetBoard( +get(x:int,y +getBoard(): +setSquare(x +checkInBoun +startEndGam +updateEndga



<<enumeration>> <b>Squares</b>	
+EMPTY	
+STONE	
+CRATE	
+BOMB	
+EXPLOSION	
+getID(): int	
+getColor(): Color	

	+f
	+i
	+g
	+p
	+b
	+e
	+w
	+w
	+B
	+r

---

## **Bomberman**

---

```
frame: JFrame  
info: JPanel  
gameGraphics: GameGraphics  
players: List<Player>  
bombs: Set<Bomb>  
explosions: Set<Explosion>  
/WINDOW_WIDTH: int  
/WINDOW_HEIGHT: int
```

---

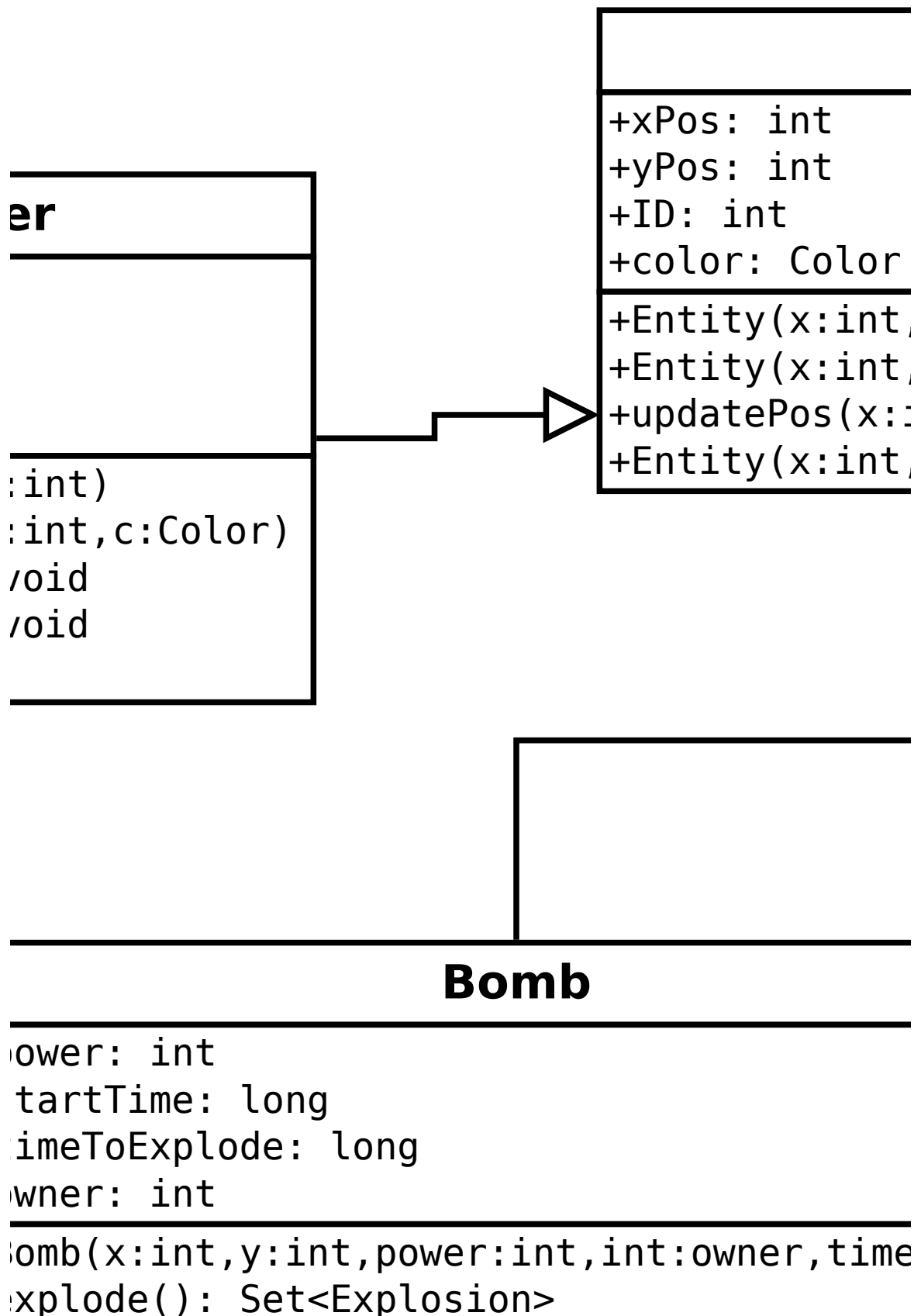
```
bomberman()  
main(args: String[]). void
```

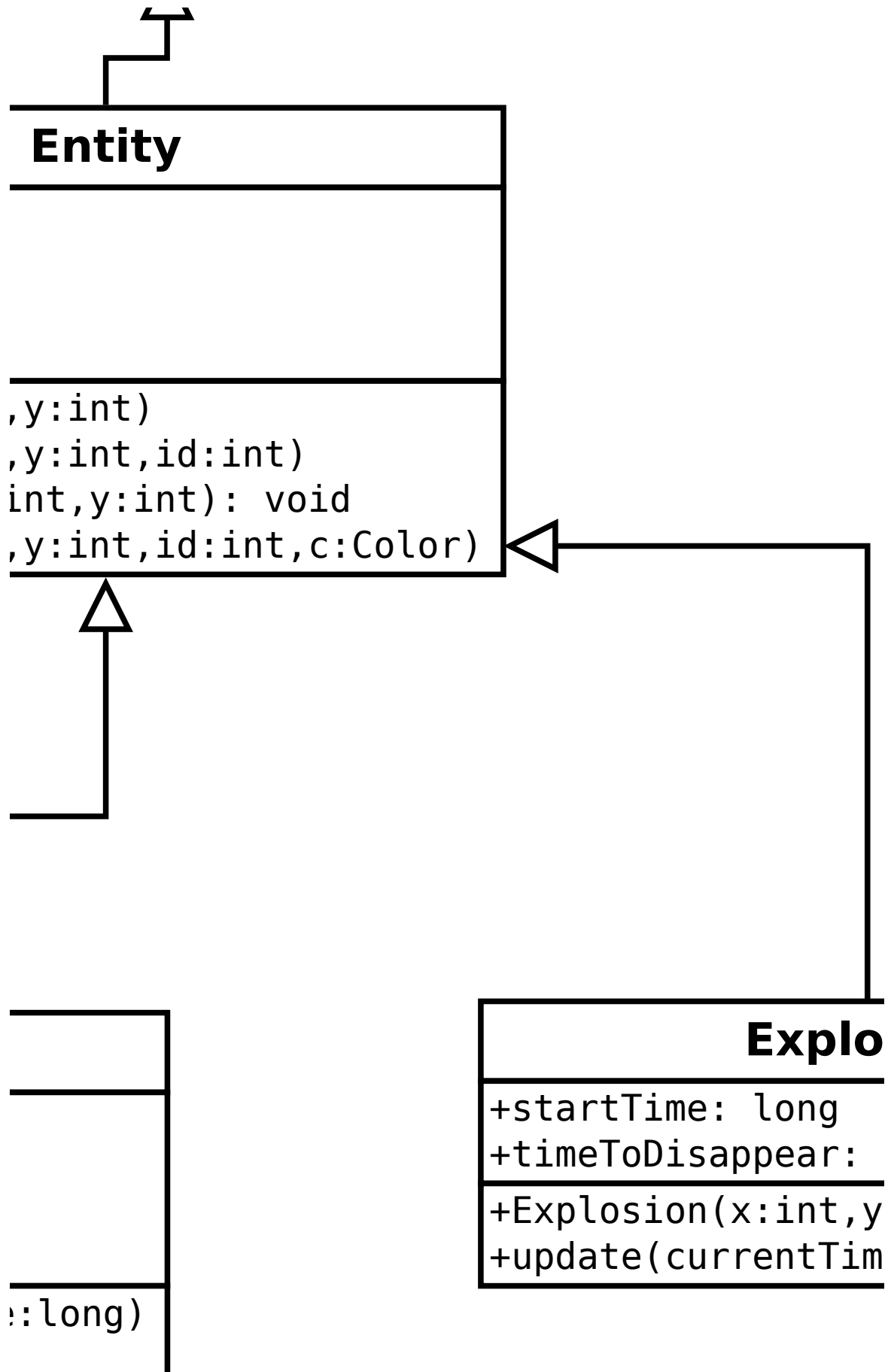
## Player

```
+hitPoints: int  
+power: int  
+bombLimit: int  
+bombsUsed: int
```

```
+Player(x:int, x:  
+Player(x:int, y:  
+moveX(x:int): \n  
+moveY(y:int): \n  
+update(): void
```

```
+p  
+s  
+t  
+o  
+B  
+e
```







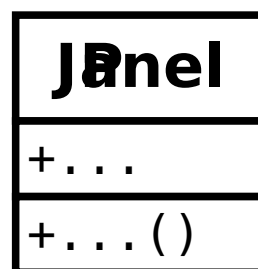


```

run(args: String[]): void
createGame(): void
createContainers(): void
showWindow(): void
void (): startGame
updateGame(board: int[][], currentTime: long

```

---




---

**GameGraphics**

---

```

GAME_WIDTH: int
GAME_HEIGHT: int
g2: Graphics2D
GameGraphics(width: int, height: int)
drawGame(board: int[][], players: List, bomb
paintComponent(g: Graphics): void

```