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Deployment

To deploy this application within Eclipse, import the BomberMan.zip file into Eclipse. This should generate a project called BomberMan with src and resources directories. The src directory contains the client, library, server, nodes, resource, and utilities packages. The resources directory contains the BomberMan configuration files.

To execute the BomberMan Server, run server.BMCentralServer.

To execute the BomberMan Client, run client.BMGameFrame.