Features

- A fully-functional Graphical User Interface
  This project have a fully functional GUI that allows keyboard in almost of menus and mouse in level choose.

- Unit Testable
  This project have implemented tests that cover the logic part of the game.

- Networking
  Multiplayers allow two players in different computers.

- Physics (box2D)
  The physics using the framework "box2d" allow all the movement and collisions in entire game.

- Artificial Intelligence (having enemies computer-controlled)
  Enemies uses different type of AI that allows random movements until escape of bombs and to persecute the player.

- Mobile
  The mobile version uses joystick or accelerometer to play the game.