Commentation of changes:

Level-builder:
- Elements can be dragged to a place in the new level.
- The level can be saved under a name the user can choose himself.
- If the player saves a level under the same name as a level which was saved before, the old level will be overwritten.
- Only two walls, two players and three balls can be added because otherwise the level might get to full. The program could handle this though, this is only done for the user.
- When in the main menu, if the users clicks the 'Play the custom levels' button, only the custom games will be played in single-player mode. Playing with two players is possible but not as a multiplayer game.
- Special values of elements can be set in the levelbuilder view, such as the size of a ball the user wants to add.
- It is possible to change the time available for completing the level.