# 1 Beschreibung der Entities

### 1.1 Bomberman

### 1.2 Game_mechanic

### 1.3 Game_state

### 1.4 Player

### 1.5 Movement

### 1.6 Mov_clk

### 1.7 Bomb

### 1.8 Pixel_gen

### 1.9 RGB_assign

### 1.10 Board_sprites

### 1.11 Player_sprites

# 2 Java Dateien

### 2.1 Main.java

# 3 Probleme

### 3.1 Bomberman

### 3.2 Game_mechanic

### 3.3 Game_state

### 3.4 Player

### 3.5 Movement

### 3.6 Mov_clk

### 3.7 Bomb