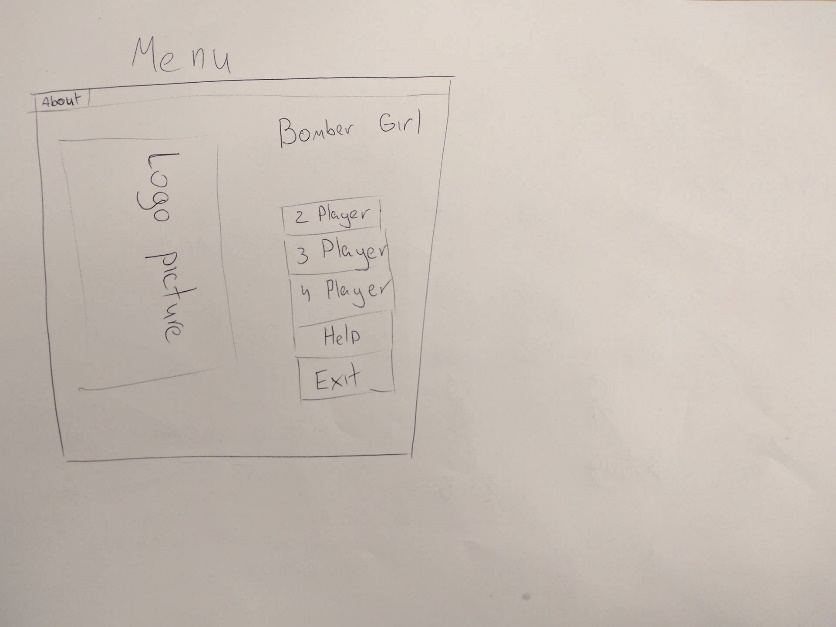
**Bomber Girl**

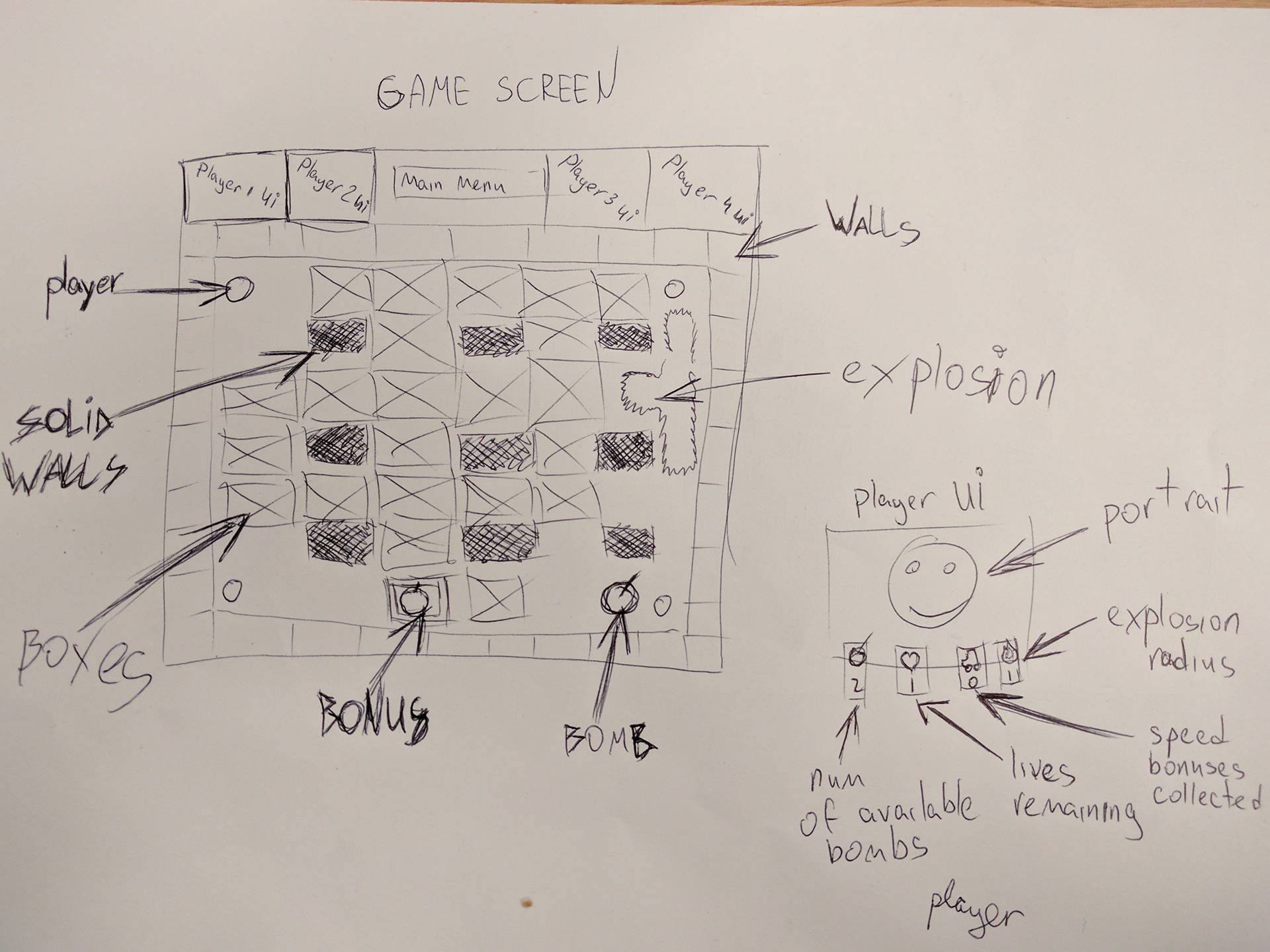
**The Design**

The vision for this game is to have a menu from which you can select the number of players, get some kind of help and have a quit option.

The game is supposed to be in a ~600 x ~600 window taking the full size of the window. It also has to consist of some kind of an indicator on how many lives each player has left. Boxes should be generated randomly within the game grid. The game grid should look like the general “Bomberman” grid.

Pictures below represent the initial designs.

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