*ABSTRACT:* ***Due******April 5th***

The abstract is a one page outline of your program, which covers the four following topics:

1. Purpose or objective of the program

2. Description of the problem solved

3. Unique features of the program (especially important if this is a problem or a game that has been programmed before)

4. Restrictions or limitations of the program relative to the problem solved.

Abstract

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1. **Purpose or objective of the program.**

The purpose of our project is to entertain the users of said project in question through the use of a particular real time synchronized, competitive multiplayer game that shall henceforth the referred to as “Bomber.”

1. **Description of the problem solved.**

We entertain the masses with the aid of said project, potentially creating a harmonious social environment, theoretically resulting in a non-trivial decrease in the crime perpetuated by the members of the society.

1. **Unique features of the program (especially important if this is a problem or a game that has been programmed before).**

In said project, we offer a wide variety of randomly distributed power-ups, which drastically alter the flow of the gameplay, which by itself is not unlike the pop culture sensation that has taken the nation by storm, under the guise of a popular game known as “Bomberman,” or more properly, “ボンバーマン.”

1. **Restrictions or limitations of the program relative to the problem solved.**