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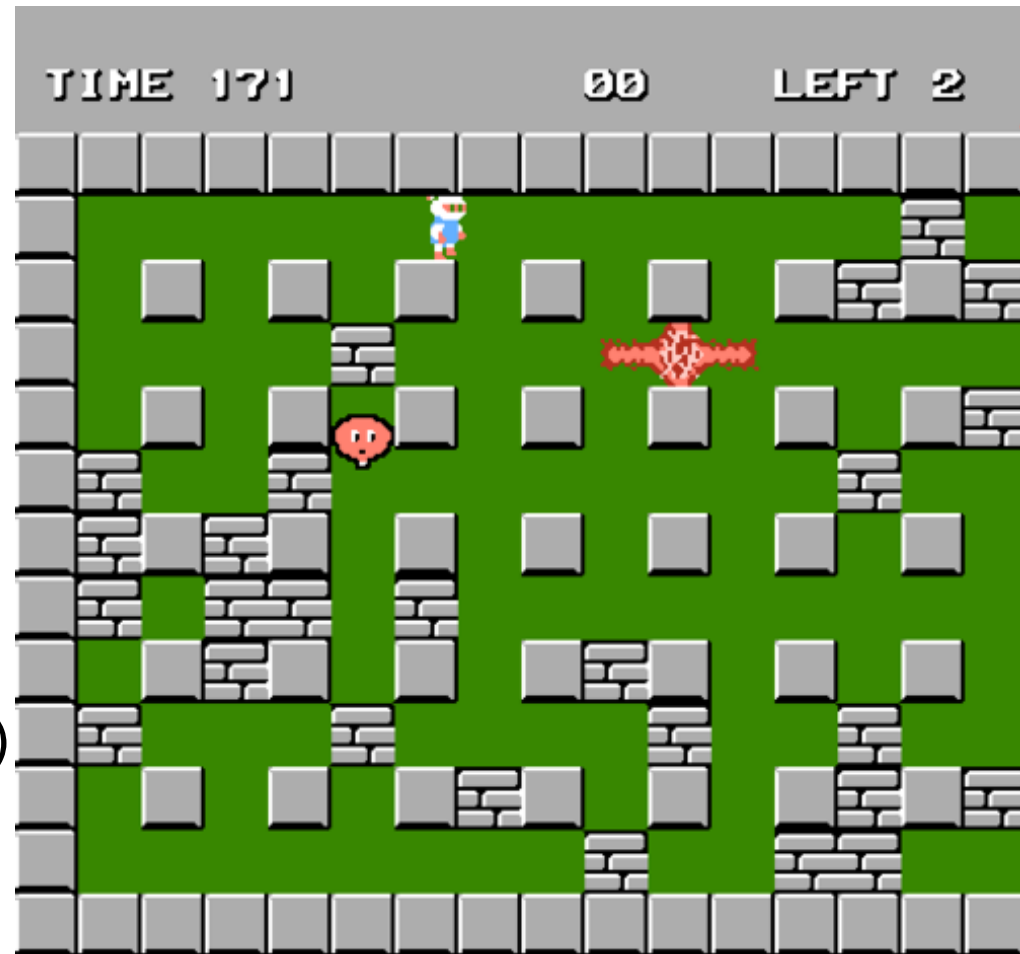
Bomberman, Video Game

Embedded System Design, Advanced Course

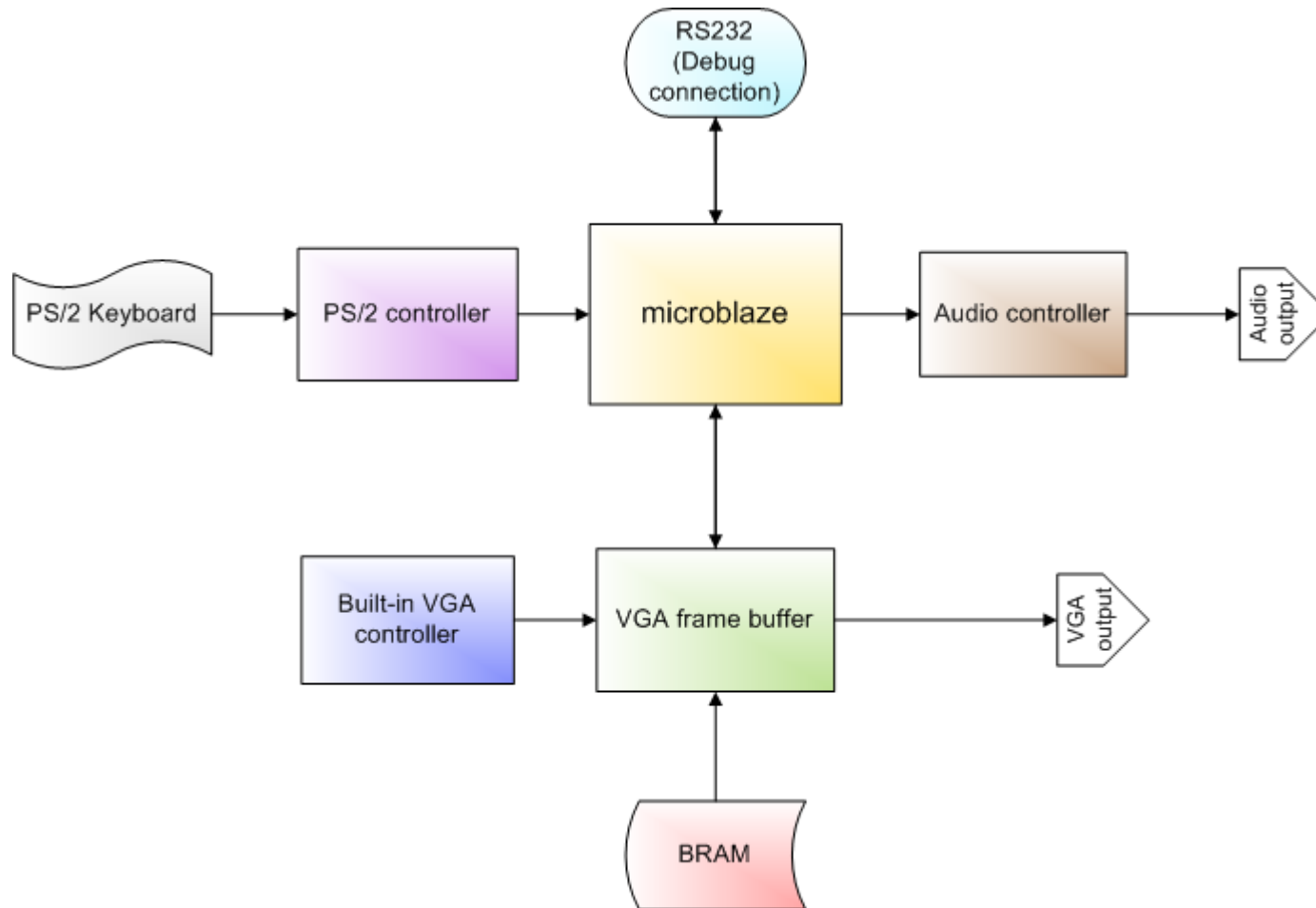
Linus Sandén & Mikael Göransson

Bomberman

- Real time gameplay
- 2-player game
- Keyboard controlled
- VGA output
- Sound (if time permits)
- Hi-res Graphics (if time...)



Implementation



Questions?

