

Title: Bombic 2  
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Abstract: The aim was to analyze the shortcomings of the first version of the game Bombic and to design game and map editor removes these deficiencies. This concept then implement and create a programming and user documentation. As a result of the work originated programming piece, which consists of two programs. In the chapters of this work I describe in details the shortcomings of the first version, design of data storage and architecture of both programs. In chapter 6. I bring the user documentation. Read here how to install the programs, how to set up and play the game. I'm describing how to work with the map editor and how to create a new map.

Keywords: Bombic, side-scrolling, arcade game, deathmatch