

Nowadays, video games are a big part of mobile phone software industry. Special place holds multiplayer video games, which can be divided to short-range and long-range. This work aims to short-range wireless network technologies as Bluetooth, WiFi and Infrared. The main goal of the work is to create a real-time multiplayer variation of Bomberman game based on universal network interface in that way, so it will be totally independent on particular wireless network technology. Universal communication interface, will be implemented by a separate module for each network technology. Therefore a deep understanding of short-range wireless communication is required, which the focus of this work is also targeted on.