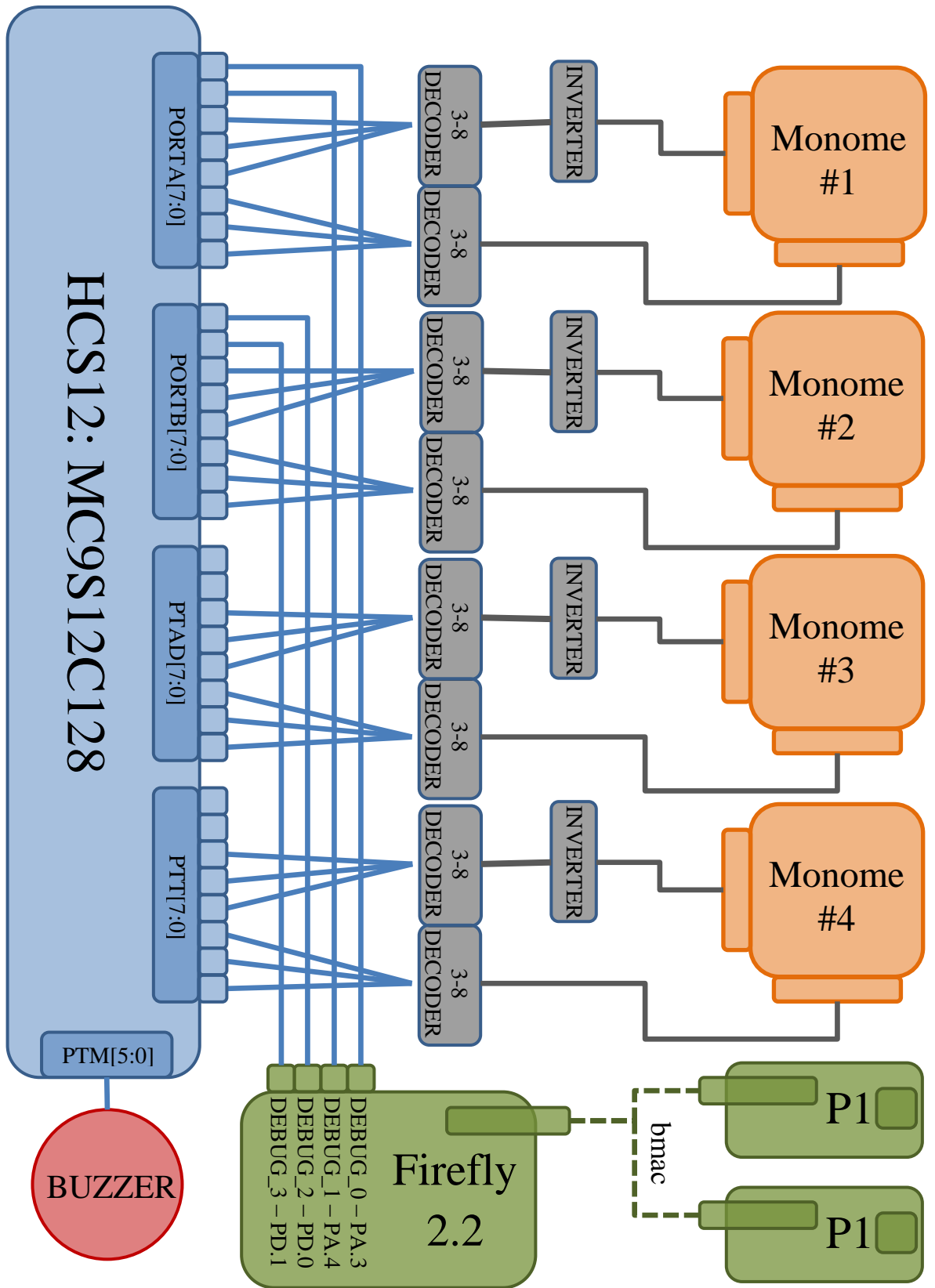


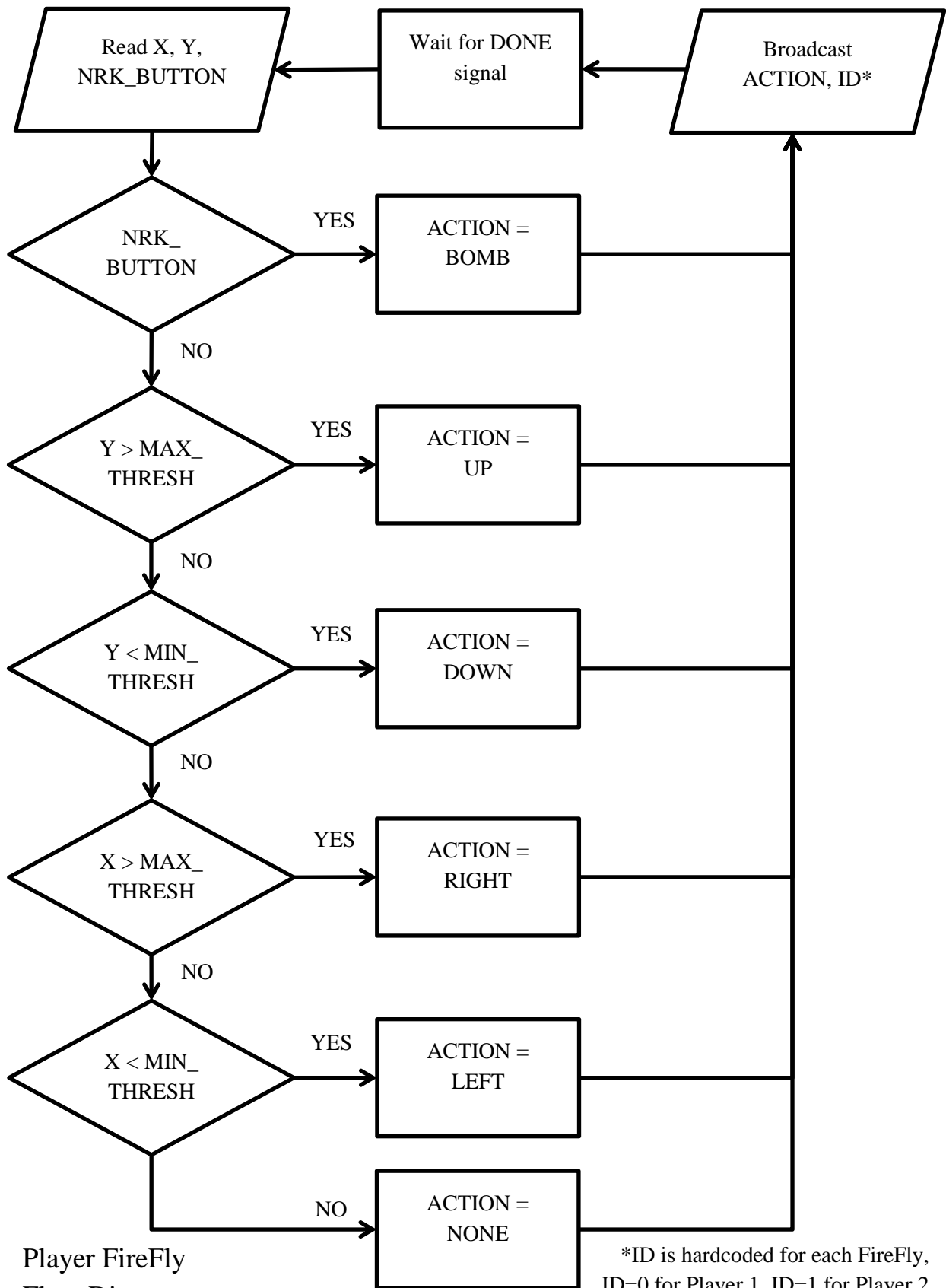
Example monome grid layout. All coloured grids are lit LEDs (regardless of colour).

15, 15	15, 14	15, 13	15, 12	15, 11	15, 10	15, 9	15, 8		15, 7	15, 6	15, 5	15, 4	15, 3	15, 2	15, 1	15, 0
14, 15																
13, 15																
12, 15																
11, 15																
10, 15																
9, 15																
8, 15																
7, 15																
6, 15																
5, 15																
4, 15																
3, 15																
2, 15																
1, 15																
0, 15																0, 0

Splash screen for BomberNome, spells out "BOMB NOME".

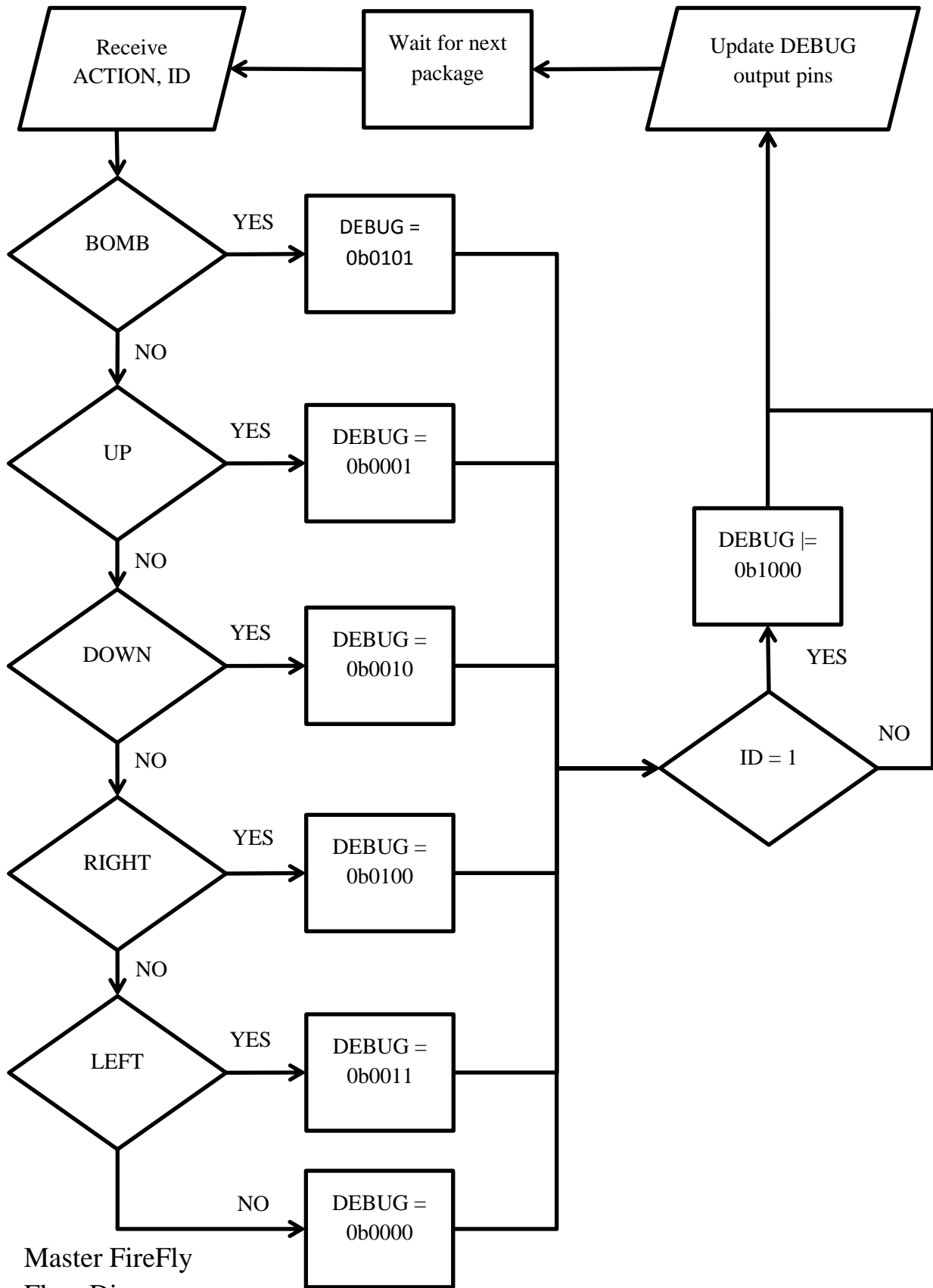


BomberNome Connections and Hardware Diagram

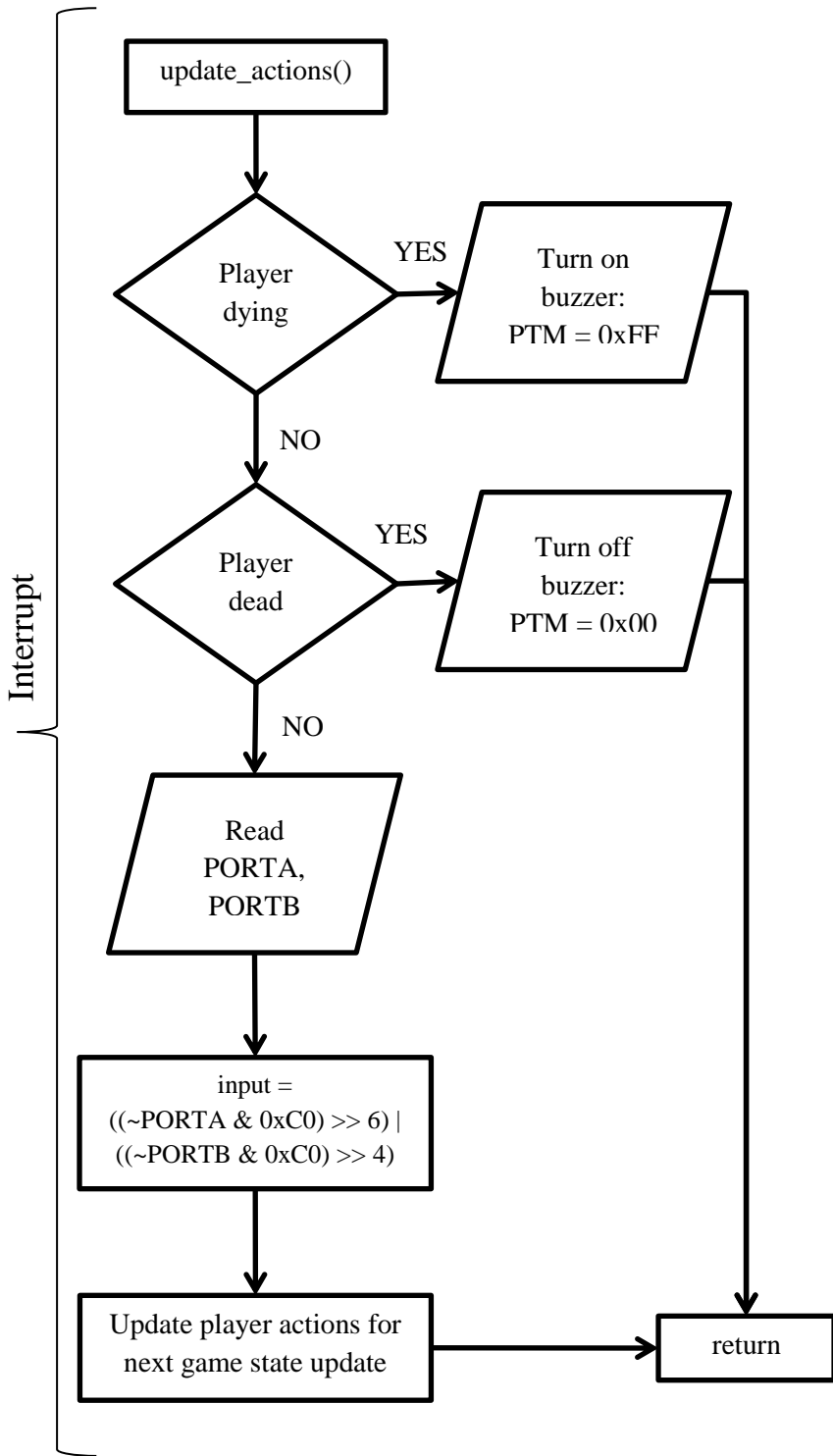


Player FireFly  
Flow Diagram

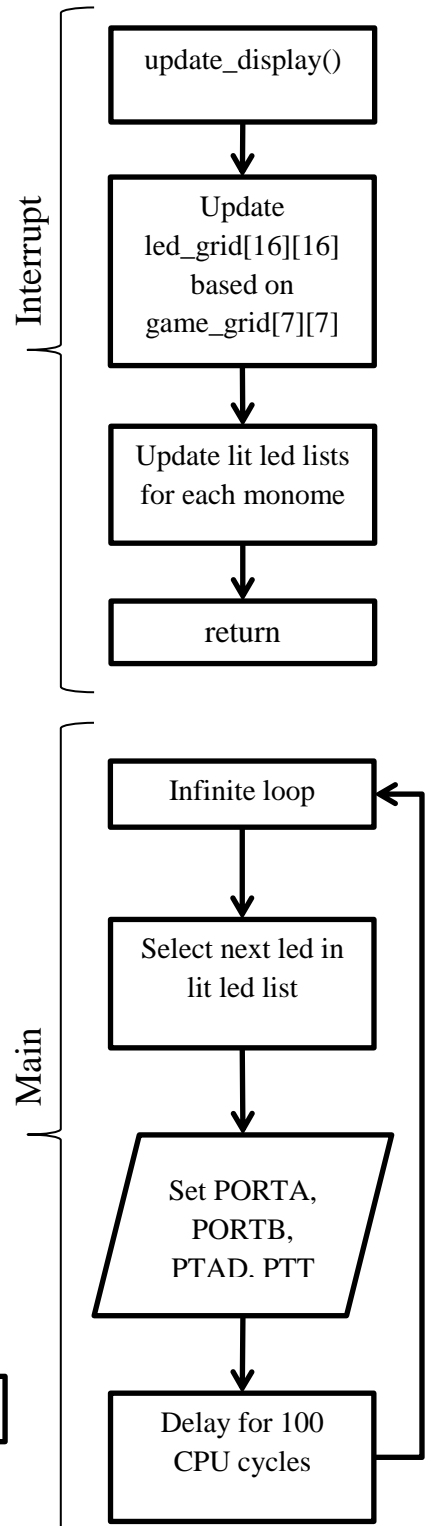
\*ID is hardcoded for each FireFly,  
ID=0 for Player 1, ID=1 for Player 2



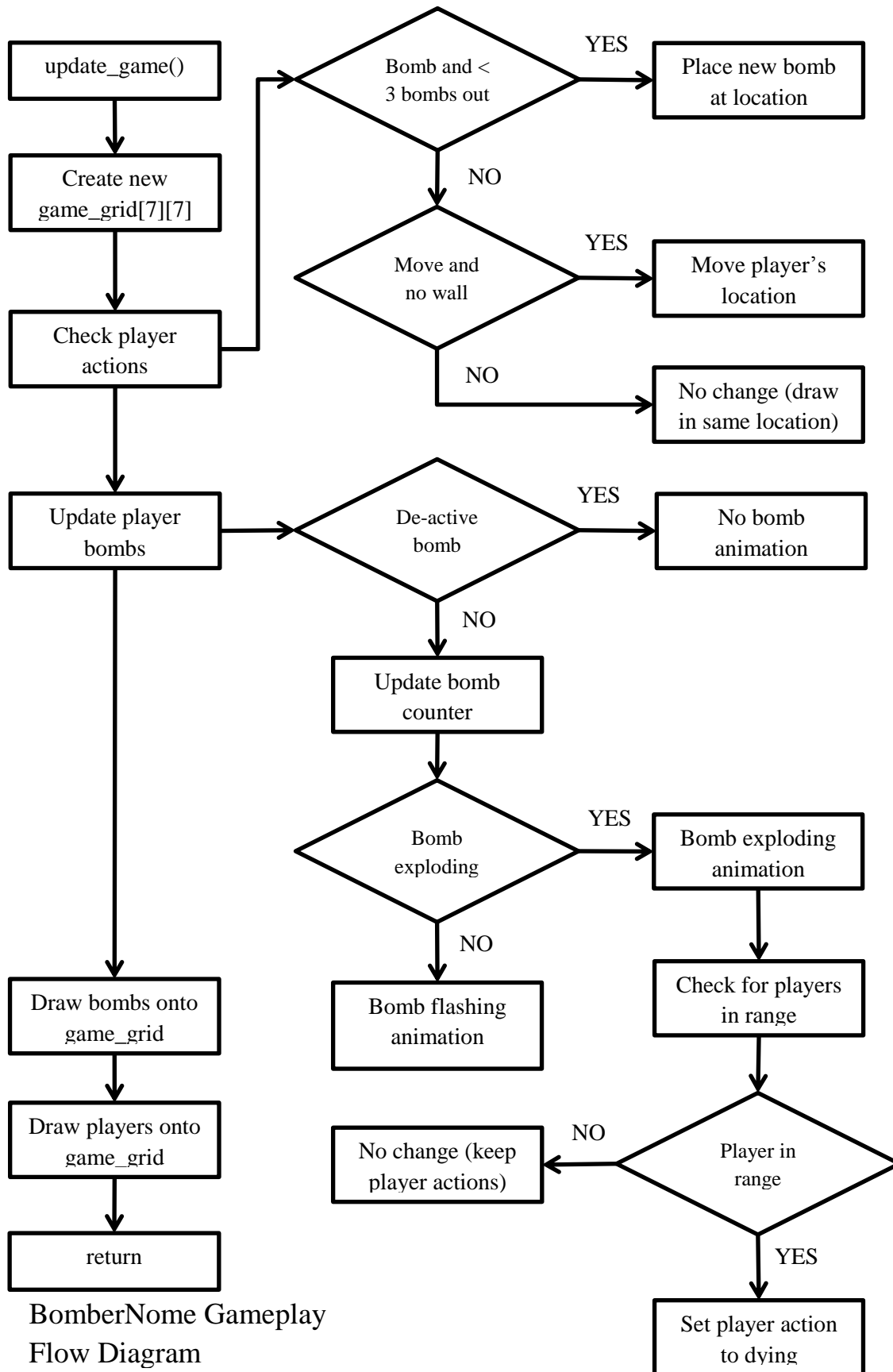
Master FireFly  
Flow Diagram



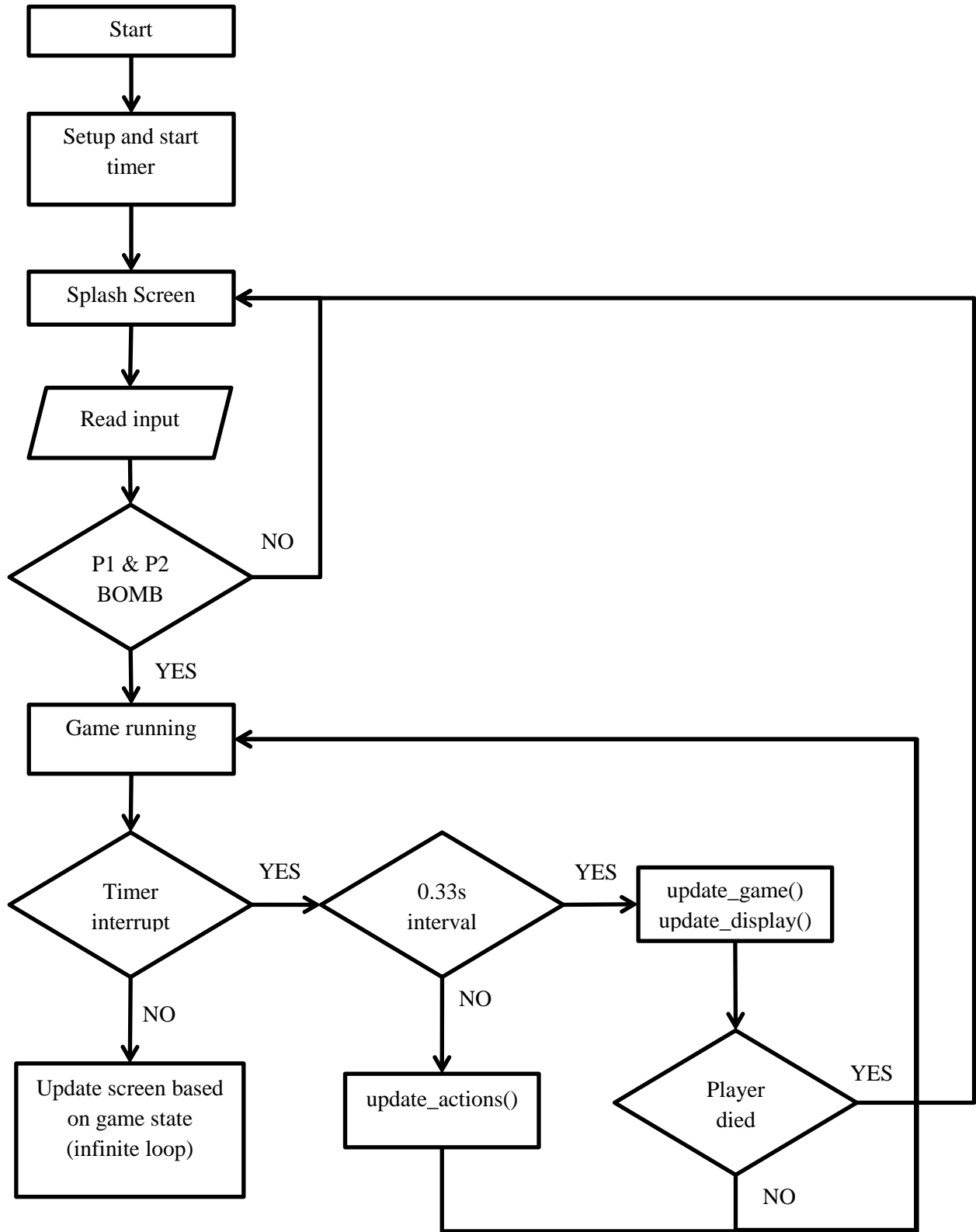
BomberNome Input  
Flow Diagram



BomberNome Display  
Flow Diagram



BomberNome Gameplay  
Flow Diagram



BomberNome Overall  
Flow Diagram