

Handbuch Bomferman

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5.1 GNU General Public License

1.Menü-Überblick

Willkommen im Benutzer-Menü von Bomferman!

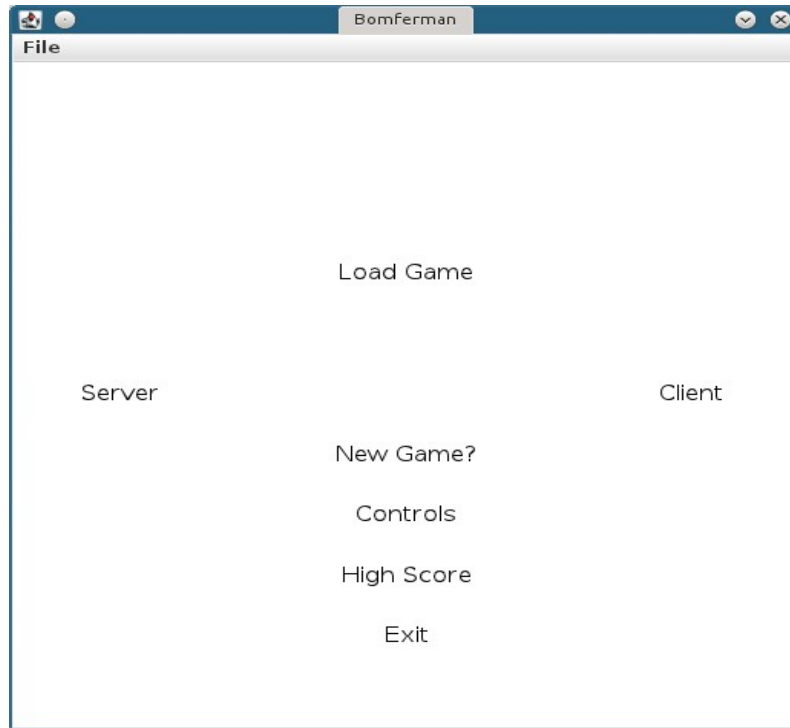


Abb.1

Die Struktur des Menüs ist denkbar einfach und selbsterklärend gestaltet. Es enthält sieben anwählbare Komponenten:

- New Game?
- Controls
- Highscore
- Exit
- Load Game
- Server
- Client

Durch das Anklicken von „New Game?“ durch den Nutzer, öffnet sich automatisch das Spielfeld im selben Fenster.

Der gleiche Ablauf ist auf die anderen Menüpunkte anzuwenden. „Exit“ beendet den Vorgang und schließt das Fenster, während sich unter „Controls“ Erläuterungen zur Bedienung finden (weitere Ausführungen in Sektion 2 des Benutzerhandbuches) und sich mit „Server“ und „Client“ die Netzwerkfunktion nutzen lässt (weitere Ausführungen in Sektion 4 des Benutzerhandbuches). „Load Game“ wird erst dem Menü hinzugefügt, sobald ein vorheriges Spiel unterbrochen wurde (s. Abb. 1). Mit „Highscore“ lässt sich, wie der Name vermuten lässt, der Highscore einsehen (s. Abb. 2).

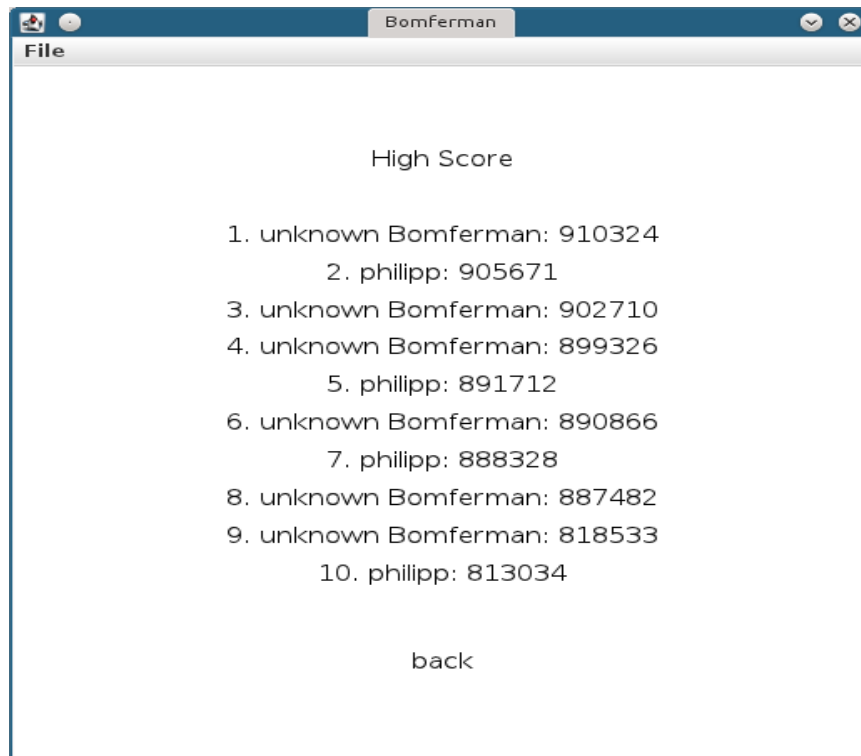


Abb. 2

2. Bedienung

Öffnet der Nutzer den Menüpunkt „Controls“, bietet sich ihm eine Darstellung aller nutzbaren Tasten, sowie ihre Funktionen.

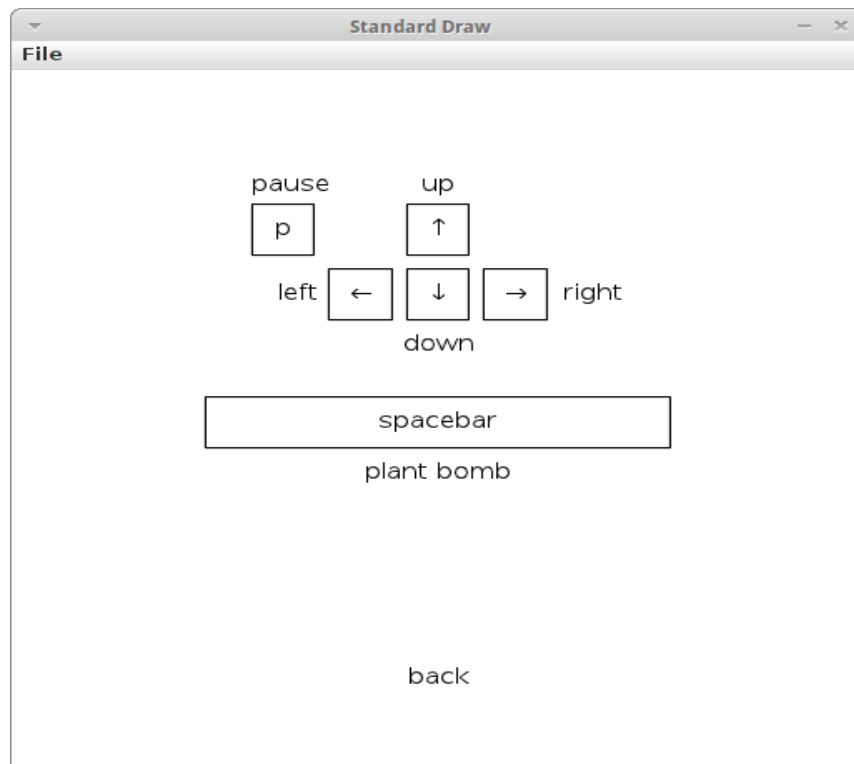


Abb. 3

Durch betätigen der verschiedenen „Pfeiltasten“ lässt sich die Spielfigur „Bomferman“ innerhalb des Spielfeldes

nach Oben und Unten, sowie Links und Rechts bewegen.

Die „Leertaste“ hat die Funktion Bomben zu legen und der Buchstabe „P“ lässt das Spiel pausieren, welches sich später fortführen lässt (Sektion 3 des Benutzerhandbuches) (s. Abb. 3).

Durch betätigen von „back“ lässt sich in das Menü zurückkehren

3. Spielprinzip

Ziel des Spieles

Ziel des Spieles ist es Bomberman schnellstmöglich in ein Ziel zu führen. Hierfür ist es nötig soliden Wänden auszuweichen und brüchige Wände zu zerstören, um sich den Weg zu bahnen.

Start

Zu Beginn des Spieles befindet sich der Spieler, welcher die Figur des „Bomfermans“ führt, in der unteren, linken Ecke des Spielfeldes (s. Abb. 4).

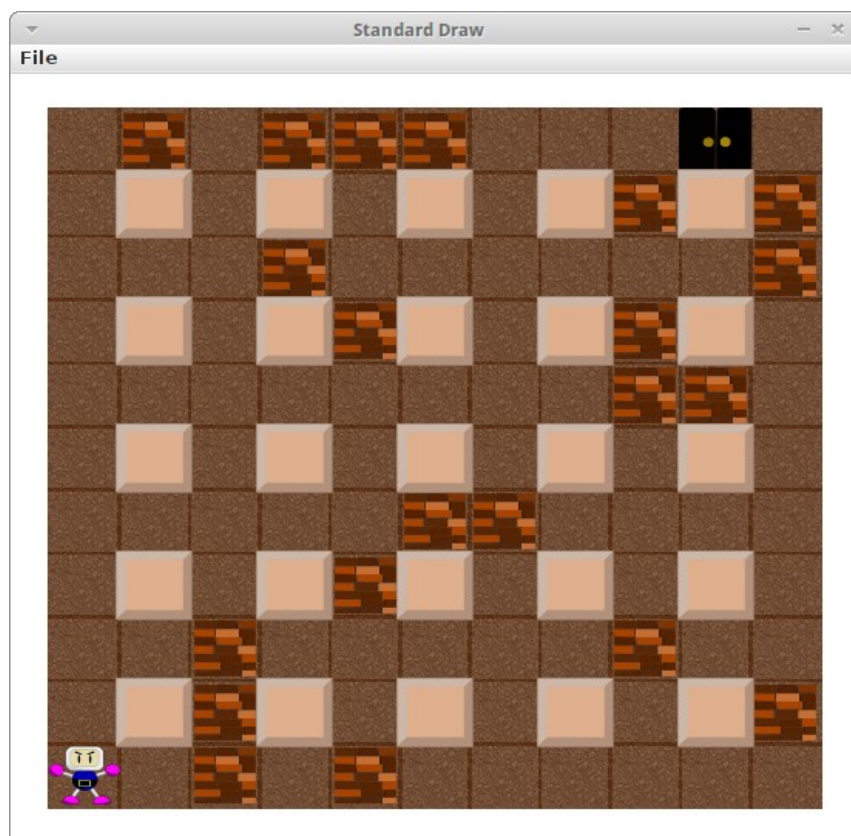


Abb. 4

Bewegung

Wie in der Sektion 2 „Controls“ beschrieben, lässt sich Bomberman durch nutzen der „Pfeiltasten“ innerhalb des Spielfeldes bewegen (s. Abb. 5).

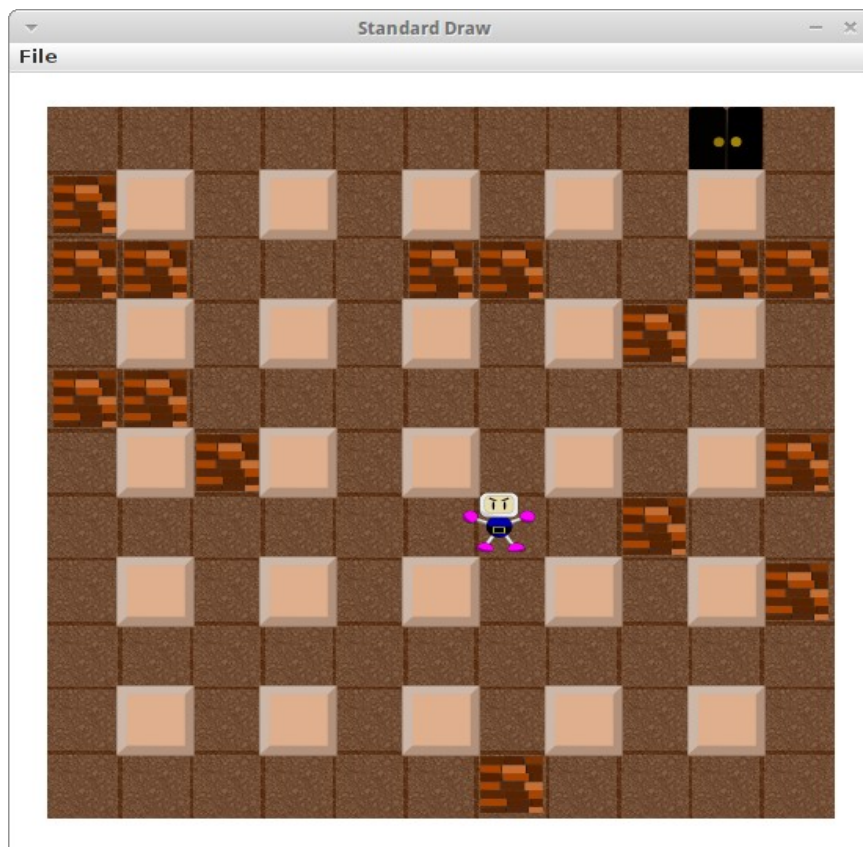


Abb. 5

Bomben legen

Um brüchige Wände



zu zerstören, lassen sich Bomben mit Hilfe der „Leertaste“

legen (s. Abb. 6).

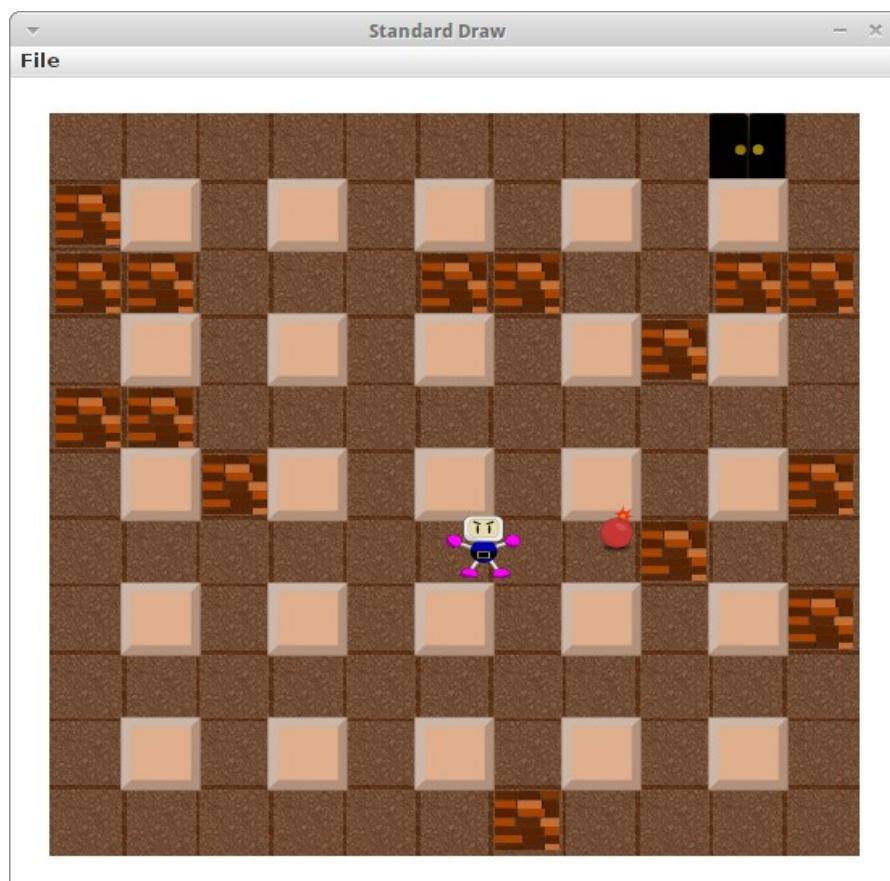




Abb. 6

Hierbei ist unbedingt von Nöten sich hinter einer soliden Wand  in Sicherheit zu bringen, oder sich weitgehend von der Bombe zu entfernen, um das  Sterben und somit das vorzeitige Ausscheiden aus dem Spiel zu vermeiden (s. Abb. 7).

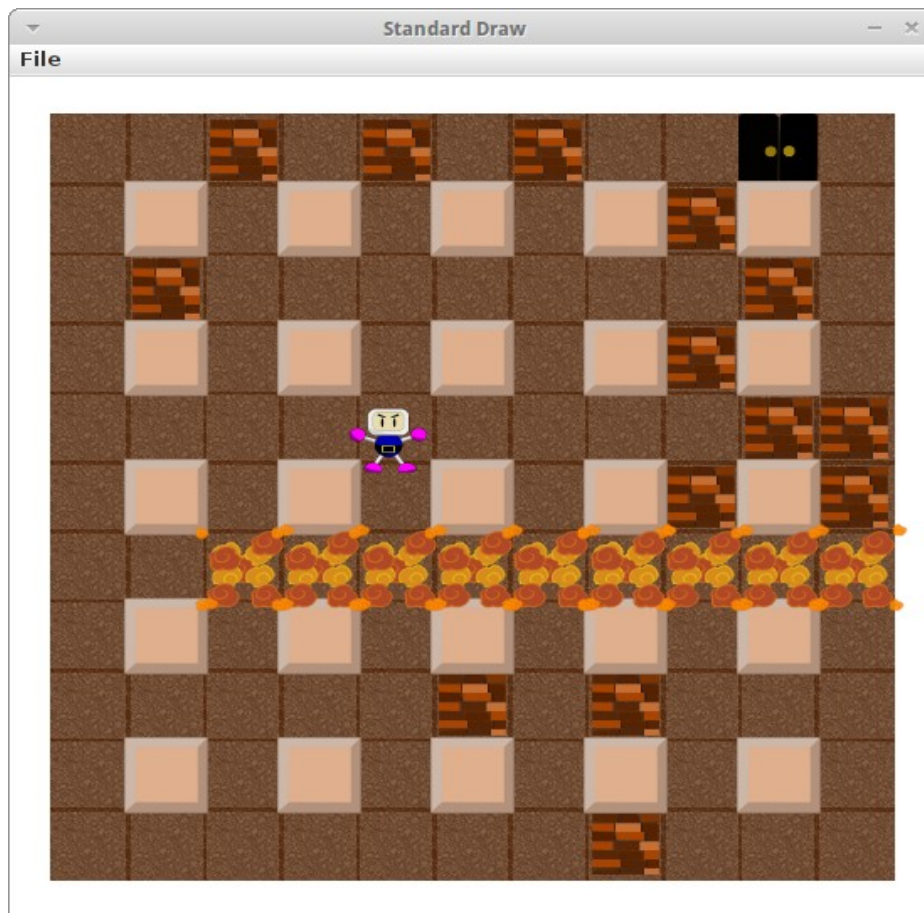


Abb. 7

Würde der Spieler an der Position aus Abbildung 5 verweilen, würde er selbst durch die Bombe getötet und das Spiel beendet (s. Abb. 8).

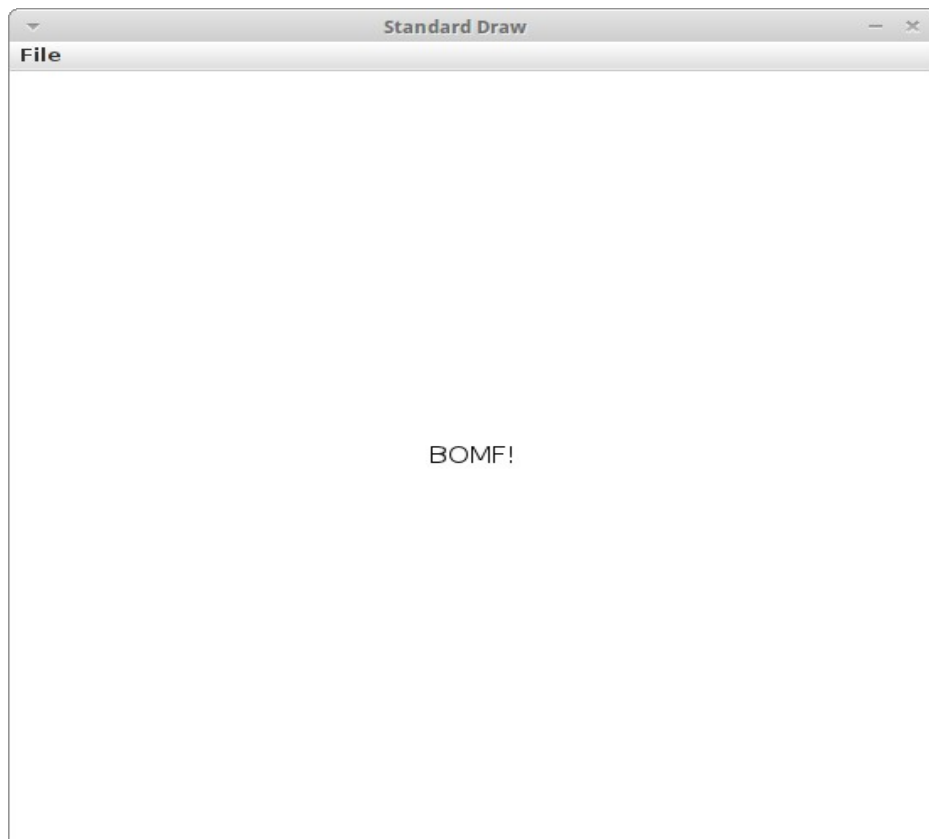


Abb. 8

Kettenreaktionen

Des Weiteren ist es möglich mehrere Bomben hintereinander zu zünden, mit dem Ziel, größere Explosionen zu erzeugen (s. Abb. 9-10).



Abb. 9

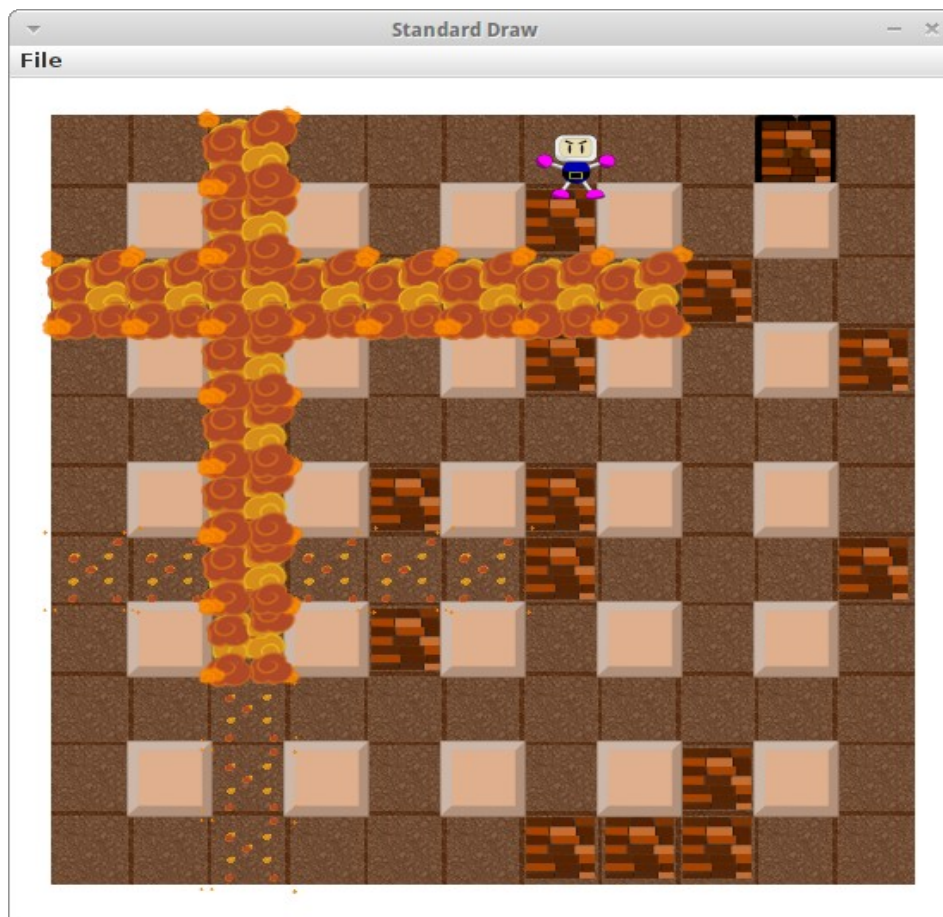


Abb. 10

Power-Ups

Power-Ups dienen der Spielerleichterung und sind unter zerstörbaren, brüchigen Wänden zu finden (s. Abb. 11).

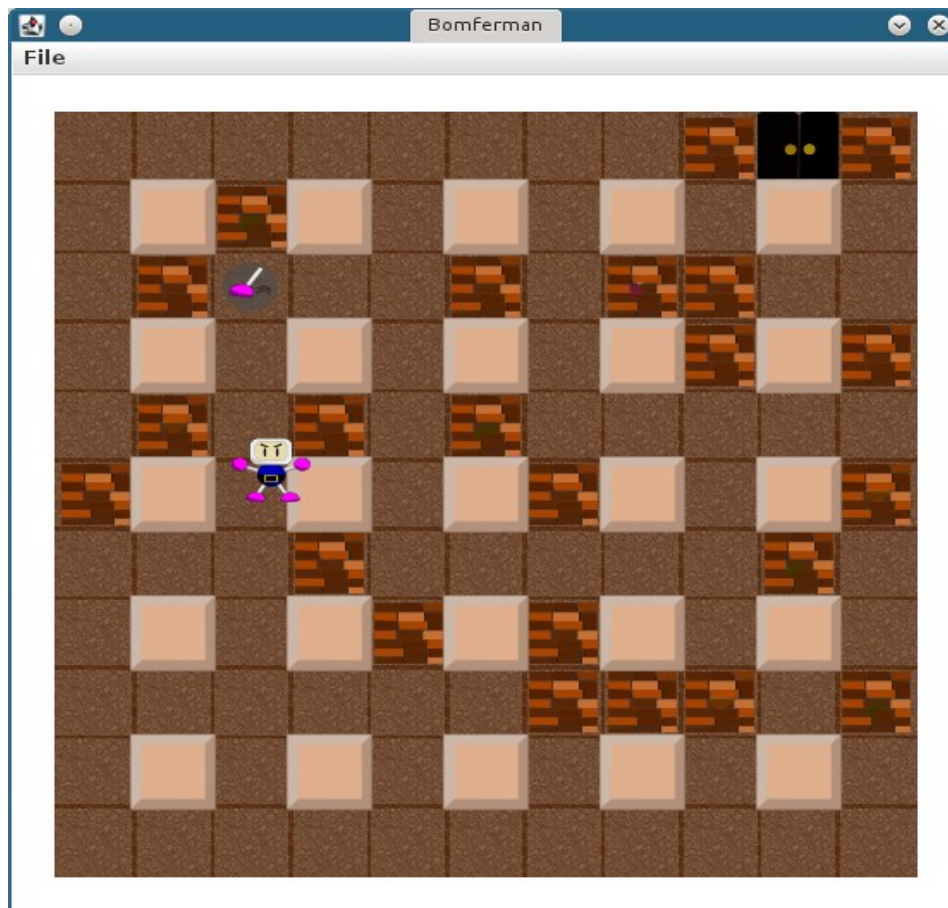


Abb. 11

Es sind verschiedene Arten von Power-Ups vorhanden:

- Bombup (verringert die Zeit zwischen zwei Bomben, die vergehen muss)



- Rangeup (erzeugt größere Explosionen)



- Speedup (beschleunigt das Spiel)



Spielunterbrechung

Mittels des Buchstaben „P“ lässt sich das Spiel unterbrechen und kurz darauf fortführen.

Zwischenspeichern

Sollte der Spieler das Spiel zunächst komplett verlassen wollen, aber zu einem späteren Zeitpunkt weiter spielen, lässt sich das Spiel durch die Tastenkombination „Steuerung +S“ oder unter File>Save zwischenspeichern. Es fügt sich eine neue Komponente dem Menü hinzu, „Load Game“ (bereits in Sektion 1 erwähnt). Durch das Anwählen lässt sich das vorherige Spiel leicht fortsetzen.

Victory

Schafft es ein Nutzer das Ziel, welches durch das Tor in der oberen, rechten Ecke des Spielfeldes repräsentiert wird, zu erreichen, hat er gewonnen und wird in den Highscore eingeordnet (s. Abb. 12).

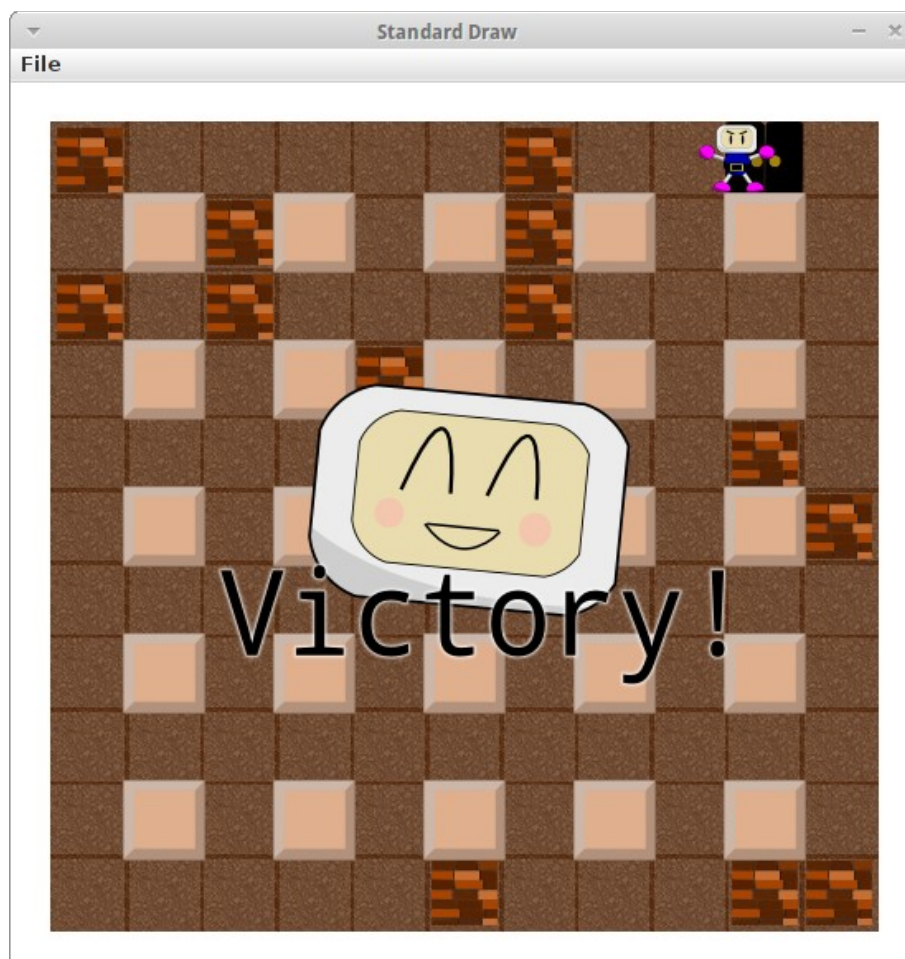


Abb. 12

4. Netzwerk

Wie in Sektion 1 bereits angedeutet, ist es möglich eine Mehrspielerfunktion zu nutzen, indem im Menü in einem zu erst geöffneten Fenster ein Nutzer „Server“ und der zweite Nutzer in einem weiteren Fenster „Client“ anwählt.

Dies lässt sich an ein und dem selben PC oder auch an zwei verschiedenen durchführen (s. Abb. 13).



Abb. 13

Der Server ist solange blockiert, bis der zweite Spieler verbunden hat. Dies tut er, indem er auf „Client“ klickt, die IP des Servers im Netzwerk eingibt und mit der Entertaste bestätigt. Wenn nichts eingegeben wird und Enter gedrückt wird, versucht das Programm automatisch zur angezeigten IP zu verbinden.

Spielen nun zwei Spieler gegeneinander, zeigt sich beiden ein leicht abgeändertes Spielfeld. Jeder Spieler sieht sich selbst als *normalen* Bomberman, während der Gegner böse und in roter Kleidung dargestellt wird (s. Abb. 14-15).

Des Weiteren Sind Power-Ups im Mehrspielerdmodus deaktiviert, sowie Zwischenspeichern ebenfalls nicht möglich ist.

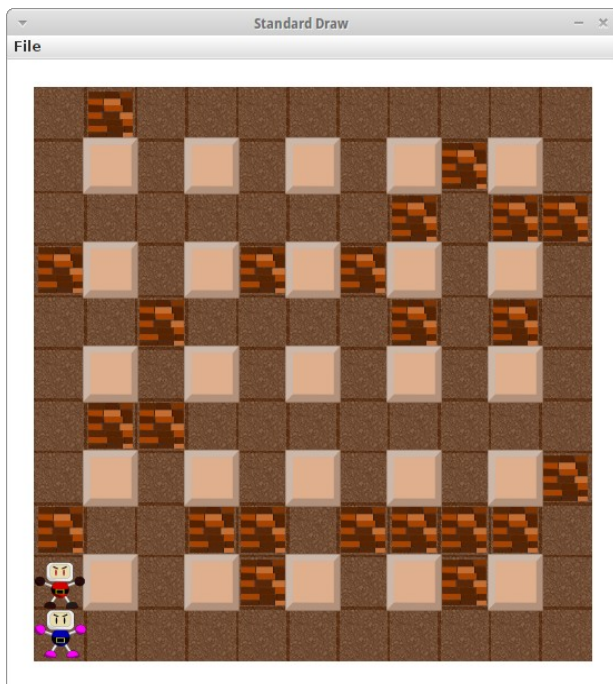


Abb. 14

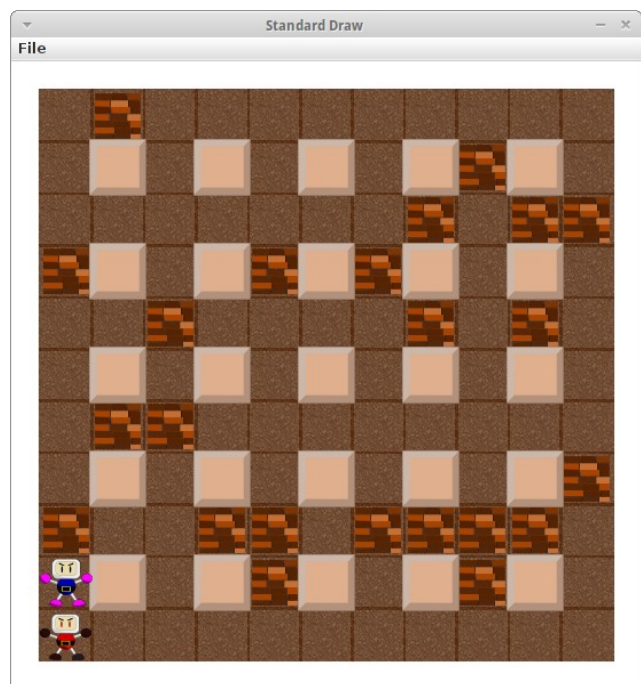


Abb. 15

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Bomferman – Bomberman Clone

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