

MarioAI Benchmark. Level Generator. Usage examples.

Here are some examples how to use combination of various options.

Launch the benchmark as usual : `java ch.idsia.scenarios.Main [params]`.

Short form is used further in the text: `Main -lco off`.

1. A flat level¹:
`Main -lco off -lb off -le off -lhb off -lg off -ltb off -lhs off -lc off -lde off -lf on.`
2. A flat level with blocks:
`Main -lco off -lb on -le off -lhb off -lg off -ltb off -lhs off -lc off -lde off -lf on.`
3. Blocks and coins:
`Main -lco on -lb on -le off -lhb off -lg off -ltb off -lhs off -lc off -lde off.`
4. Blocks, creatures² and coins:
`Main -lco on -lb on -le g,gw,gk,gkw,rk,rkw,s,sw -lhb off -lg off -ltb off -lhs off -lc off -lde off.`
5. Blocks, hidden blocks and coins:
`Main -lco on -lb on -le 0 -lhb on -lg off -ltb off -lhs off -lc off -lde off.`
6. Blocks, hidden blocks, coins and creatures:
`Main -lco on -lb on -le g,gw,gk,gkw,rk,rkw,s,sw -lhb on -lg off -ltb off -lhs off -lc off -lde off.`
7. Deadends and blocks:
`Main -lco off -lb on -le off -lhb off -lg off -ltb off -lhs off -lc off -lde on.`
8. Deadends, blocks and hidden blocks:
`Main -lco off -lb on -le off -lhb on -lg off -ltb off -lhs off -lc off -lde on.`
9. Deadends and hidden blocks:
`Main -lco off -lb off -le off -lhb on -lg off -ltb off -lhs off -lc off -lde on.`
10. Deadends, blocks, hidden blocks and creatures:
`Main -lco off -lb on -le g,gw,gk,gkw,rk,rkw,s,sw -lhb on -lg off -ltb off -lhs off -lc off -lde on.`
11. A flat level with tubes:
`Main -lco off -lb off -le off -lhb off -lg off -ltb on -lhs off -lc off -lde off -lf on.`
12. A flat level with gaps:
`Main -lco off -lb off -le off -lhb off -lg on -ltb off -lhs off -lc off -lde off -lf on.`
13. Tubes and gaps:
`Main -lco off -lb off -le off -lhb off -lg on -ltb on -lhs off -lc off -lde off.`
14. Cannons:
`Main -lco off -lb off -le off -lhb off -lg off -ltb off -lhs off -lc on -lde off.`
15. Tubes, gaps and cannons:
`Main -lco off -lb off -le off -lhb off -lg on -ltb on -lhs off -lc on -lde off.`
16. Goomba and winged spiky³:
`Main -lco off -lb off -le g,ws -lhb off -lg off -ltb off -lhs off -lc off -lde off.`
17. Deadends and red koopa:
`Main -lco off -lb off -le rk -lhb off -lg off -ltb off -lhs off -lc off -lde on.`

¹Here and further option `-le` used with key `off` to disable creatures.

²Here and further option `-le` used with key `g,gw,gk,gkw,rk,rkw,s,sw` to enable creatures on the level. In this case selected creatures will be placed on the level regardless of the difficulty of the level.

³here and further option `-le` used with different key (e.g. `g,sw`). In this case selected creatures will be placed on the level regardless of the difficulty of the level.