SZCZECH Mateusz   BEN MOUSSA Ines

BABA IS YOU

USER MANUAL

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Launch :

To compile the game execute this command in the build.xml file directory :

ant

To launch the game, simply execute BabaIsYou.jar with this command :

java -jar --enable-preview BabaIsYou.jar

Make sure that « BabaIsYou.jar », « GameMaps » folder and « Images » folder are in the same directory.

Gameplay :

The program will launch every level in GameMaps folder.

To move use you arrow keys.

To use cheatcodes, press the « C » key on our keyboard then return to terminal and write your cheatcodes, then press enter.

Cheatcodes :

--levels « foder name »

Load all levels in a folder. When you finish one, the next level in the folder will be loaded.

--level « level.txt »

Load a level file.

--execute « word1 word2 word3 »

Execute a sentence like BABA IS WATER. It doesn't matter if you use uppercases or lowercases.

Level save format:

First we need an information about the game map so the first line of the file must be :

M#15#15

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Then we can place items on the map in this format :
I# ITEMTYPE#ITEMPHYSICS#XCORD#YCORD

For example if we want to place Baba on point 2,3 and the « is » word on point 5,4 :

I#Baba#Background#2#3

I#BabaWord#Push#5#4

The physic of the item will be updated after placing it on the map.