Ingredients – Behavior during gameplay

1. **Tiles**
   1. The board has at least 2x2 **Tiles** and at most 10x10 **Tiles**
   2. All of the other Ingredients except the **Edge** are placed on them
   3. **Clones** can move on **Tiles**
2. **Empty Spaces**
   1. **Clones** fall through **Empty Spaces** and when they fall, the Level is Failed
   2. **Edges** can be placed between them and a **Tile**
   3. **Moving Platforms** can move through them but they cannot have their path end or begin on them
3. **Clones**
   1. Can only be placed on **Tiles** that don’t have any other Ingredient on them, at the beginning of the Level
   2. All of them move at the same time at the user’s input
   3. The goal of the levels is to get with the **Clones** to the **Finishing Points** at the same time
   4. The way in which the other Ingredients are interacting with the **Clones** is described under the respective Ingredients’ description
4. **Movable Box**
   1. Can only be placed on **Tiles**
   2. The **Clones** can push the **Movable Box**
   3. It interacts with the other Ingredients in the same way the **Clones** do, but it can only be moved by pushing it with the **Clones**
5. **Edge**
   1. Can only be placed between a **Tile** and an **Empty Space**
   2. Blocks **Clones** and **Movable Boxes**
6. **Box**
   1. Can only be placed on **Tiles**
   2. Blocks **Clones** and **Movable Boxes**
7. **Finishing Point**
   1. Can only be placed on **Tiles**
   2. Every **Clone** needs to be on a **Finishing Point** at the same time for the Level to be finished
8. **Crumbling Tile**
   1. Can only be placed on **Tiles**
   2. A **Clone** or a **Movable Box** can stay on it for a short period of time (0.8 seconds) until it transforms into an **Empty Space**
   3. After transforming into an **Empty Space**, it stays like that until retrying the Level
9. **Button** – **Switch**
   1. Can only be placed on **Tiles**
   2. Pressing on the **Button** using the **Clones** or the **Movable Box**, activates or deactivates the Ingredients attached to it
   3. Can be attached to the following Ingredients: **Finishing Points, Box, Door, Moving Platform**
   4. A **Button** attached to an Inactive **Box** or an Inactive **Door** only works if there is no **Clone** or **Movable Box** on any of the attached **Box** or **Door**
   5. All of these Ingredients have an Active and an Inactive state as it follows:
      1. **Finishing Point, Box, Door**
         1. Active - Same appearance as when it is not linked to a **Button**
         2. Inactive - Submerged under the **Tile** on which it is placed. The **Tile** on which it is works like a regular **Tile** until the Inactive Ingredient is activated
      2. **Moving Platform**
         1. Active – Same appearance as when it is not linked to a **Button**, oscillating between two **Tiles**
         2. Inactive – It doesn’t oscillate between the two **Tiles**, being stationary until activated
   6. Can be pressed as many times as wanted to swap between the states of the Ingredients
   7. It works like a regular switch in real life
10. **Button – Push Button**
    1. When a **Clone** or a **Movable Box** stays on the **Button**, the Ingredients linked to it change their state
    2. When the **Button** ceases to be pressed (when no **Clone** or **Movable Box** is on the **Button**), the Ingredients linked to it return to their initial state
    3. The **Button** can be pressed as many times as wanted
    4. It works like a regular doorbell button in real life
11. **Door**
    1. Can only be placed on **Tiles**
    2. Blocks **Clones**
    3. It can only be used as linked to a **Button** to be opened and/or closed
12. **Portal**
    1. Can only be placed on **Tiles**
    2. Any **Portal** has another **Portal** to which it is linked
    3. When a **Clone** or a **Moving Platform** enters in a **Portal**, it gets out of the second **Portal**
    4. If a **Clone** enters a **Portal** and exits in another portal, he will then enter the respective **Portal** from that specific orientation, and exit accordingly
    5. If a **Clone** enters a **Portal** and he exits in a space in which he cannot be placed, he will come back in his initial position
    6. If a **Clone** pushes a **Movable Box** in a **Portal**, and the **Movable Box** cannot be placed in the space, the box will be turned back in his respective position, pushing the player back into his initial position
13. **Moving Platform**
    1. Can only be placed on **Tiles**
    2. It oscillates between two **Tiles** in a vertical or horizontal direction
    3. The path can be composed of **Empty Spaces** and/or empty **Tiles** as long as the beginning and the end of the **Moving Platform’s** path are **Tiles**
    4. It works like a moving normal **Tile** that’s moving, meaning that a **Movable Box** or a **Clone** can move on it without falling
    5. Nothing can be placed on it from the beginning. Only a Moving **Box** or a **Clone** can get on it after the Level starts
    6. Works like a regular **Tile** when inactive