

# USER MANUAL- Baba Is You

## 1- How to launch the game

Requirements:

- Java JRE 15+ installed

Generate baba.jar with

```
$ ant
```

Then, launch the game with

```
$ java -jar --enable-preview baba.jar [options]
```

These are the options :

- **--level FILE** launches the level specified in the file of name FILE.
- **--levels DIR** launches all the levels contained in the DIR directory.

Launching the game without any option will launch a default level.

All the available levels are listed in the *levels* directory.

Note that you can create your own levels (see part.4).

## 2- Baba Is You

Baba is You is a puzzle game where you can interact with the rules by changing them.

There are 4 types of objects :

- Sprite: baba, rock, water, wall, bomb, skull, lava, flag.
- Noun: a word which designates a sprite.
- Operator: is
- Property: win, you, hot melt, defeat, sink, push, stop, boom

How are the rules made :

You can create a rule by forming a sentence using a noun, and operator and a property.

These are the two valid ways of forming a rule

Rock	Is	You
------	----	-----

or

Rock
------

Is
You

The aforementioned rule is removed if the sentence is no longer formed correctly.  
Note that Noun, Operator and Property objects naturally have the Push property.

Noun Is Noun :

You can transform every sprite of a certain type into another type by forming this sentence

Rock	Is	Baba
------	----	------

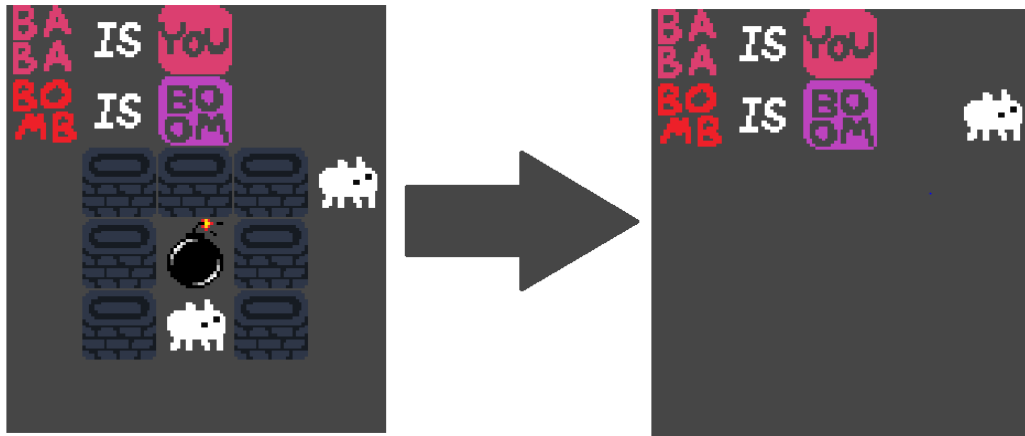
This will transform every rock sprite into a baba sprite.

Winning and Losing conditions:

- You can move the objects with the property *You*,
- You win when an object with the property *You* overlaps an object with the property *Win*,
- You lose when there are no longer any object with the *You* property.

Properties:

- *You* : The player can control this object using the movement controls.
- *Win* : If a *You* object overlaps over this object, the level is won.
- *Defeat* : If a *You* object overlaps over this object, the *You* object is removed.
- *Stop* : No object can get through a *Stop* object.
- *Push* : A *Push* object can be pushed by moving towards it.
- *Sink*: If any object overlaps over this object, this object is removed, as well as all of the objects overlapping it.
- *Hot*: If a *Melt* object overlaps over this object, the *Melt* object is removed.
- *Melt* : If a *Melt* object overlaps a *Hot* object, the *Melt* object is removed.
- *Boom* : If an object overlaps A *Boom* object, all the objects nearing the object disappear.



The player moves up

### 3- How to play

Once the game is launched, you can move using the directional arrows.

The level is done as soon as you win or lose.

You can quit the program altogether by pressing “Q”.

### 4- Make your own levels

It is greatly recommended to take a look at the levels in the *levels* directory as the file format is pretty straightforward.

These lines are ignored :

- any line consisting of only tabulations or white spaces
- any line starting by ‘#’ (this allows you to make comments)

The first line of your file should consist of two positive integers describing respectively the width and the height of your board.

Note that the maximum width is 33 and the maximum height is 18.

Next, you have to fill the board by specifying what is contained in every cell.

The cells are separated by a single white space.

You can put multiple objects on the same cell with ‘&’.

These are the descriptors for the objects:

	<u>sprObject</u>	<u>nounObjects</u>	Property	Operator
description	sprite version of an object.	noun version of an object.	/	/
is a text object	No	Yes	Yes	Yes
available objects	sprBaba, sprFlag, sprWall, sprWater, sprSkull, sprLava, sprRock,	nounBaba, nounFlag, nounWall, nounWater,	You, Win, Stop, Push, Melt, Hot, Defeat, Sink, Boom	Is

	sprBomb, sprTile, sprGrass, sprFlower, sprBrick	nounSkull, nounLava, nounRock, nounBomb		
--	--	--	--	--

Examples:

EMPTY EMPTY sprWall nounBaba Is You

This is a valid line. The first two cells of this line are empty and the next four are filled with objects. Note that this is a valid line even if the width of the board is greater than 6, as the remaining cells of the line are considered empty.

EMPTY EMPTY sprWall nounBaba & Is & You

This line is also valid and the fourth cell of this line will be filled with three objects overlapping each other.

When you're done with your board, you have the option to specify a second board consisting of objects that will be seen on the background. That means you won't be able to interact with them as they are only graphic entities. This board follows the same rule as the one described before, except you can't use '&'.

To separate the two boards, place a line consisting only of the character '%' in between.

Again, check the *levels* directory to see how it's done.