User's manual

Baba Is You is a puzzle type game that uses blocs that can be moved. Some of them have properties that can have an impact on the element of the board.

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Compilation and execution

To compile the project, the build.xml file have to be executed such as the command below :

- ant compile

This command will compile all the file necessary for the project.

To compile and create the executable, run the command :

- ant jar

To run the program, you will need to run the following command :

- java --enable-preview -jar Baba.jar [options]

here are some examples of how to run it correctly :

- java --enable-preview -jar Baba.jar --levels worlds
- java --enable-preview -jar Baba.jar --level worlds/world1.txt

Keyboard

The keys to move all the elements with the You property are the directional keys.
To quit the current level, use the q key.

Win and Defeat

To win the level, the Win property has to be applied to an element of the board and one of the element containing the You property have to be on the same position as the win element.

You lose when there are no elements with the You property left in the board.

Javadoc

To create the javadoc of this project, run the following command :

- ant javadoc

it will create a doc directory into the Docs directory and create the entire javadoc into the created doc.