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 level[1]:
   `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, creatures[2] 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 spiky[3]:
    `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`.

18. Mario gravity:
    `Main~-mgr~1.4`.

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[1] Here and further option *-le* used with key *off* to disable creatures.

[2] Here 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.

[3] here 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.

19. Mario gravity and creatures gravity:
    `Main~-mgr~1.4~-cgr~0.8.`