<mark>**User manual Baba Is You**</mark>

What is Baba is You ?

Baba Is You is a puzzle game where the rules you have to follow are present as blocks you can interact with. By manipulating them, you can change how the game works, repurpose things you find in the levels and cause surprising interactions!

How to launch the game ?

Unzip the .zip file, open the terminal, compile by using «ant jar» and execute « java -jar baba.jar ». The game is launched we can start playing.

How does the game works ?

You can move around the level with the directionnal arrow, and quit it by pressing « Q ».

In this game we different type of blocks :

- Noun : all the elements you will be interacting with. They follow the rules in the playing board. (Baba, Flag, Wall, Water, Skull, Lava, Rock and Vortex)

- Text : element which you can push with your character. Used to create a new rule. Move it to choose which Noun you want to give a Property. (Same as Noun)

- Operator: element which you can push with your character. Used to create a new rule. Move it to create a sentence with a Noun and a Property to create a new rule in the game. (Is)

- Property: element which you can push with your character. Used to create a new rule. Move it to choose which Property you want to give to a Noun. (You, Win, Stop, Push, Melt, Hot, Defeat, Sink and Void)

Example of valid sentences. We can create sentences only in a vertical and horizontal way.
To create a sentence there is an order in the blocks. We have to put a Text, an Operator and a Property. There is an exceptional order with « Text1 Operator Text2 », it will transform all Noun1 block in a Noun2.

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A Text , an Operator and a Property can be used multiple times for different sentences.

What does each property do :

   - You : You elements can be moved using the directionnal arrows.
   - Win : If any You element hovers a Win element, you win.
   - Stop : Stop elements can't be moved and blocks other elements from going throught it.
   - Push : Push elements can be pushed by other elements.
   - Melt : Melt elements are destroyed if they hover Hot elements.
   - Hot : If any Melt element hovers a Hot element , it gets destroyed.
   - Defeat : If any You element hovers a Defeat element, it gets destroyed.
   - Sink : If any element hovers a Sink elements they both get destroyed.
   - Void : If any element hovers a Void elements it gets destroyed.

How does the levels works ?

This game contains 7 pre-built levels.

You can play your own levels using the following arguments:

- "--levels *level_directory_path*" which will load every level from the given folder in the alphabetical order

- "--level *level_file_path*" which will load the level from the given file.

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