

User Manual

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Presentation

◆ Description of the game

The game 'Baba Is You' is a board game based on several level where each level represents a riddle. In each level you will find sentences composed by words where one word is one block movable by the player to create new sentences.

◆ Goal of the game

The goal of the game 'Baba Is You' is very simple at first seen, it's to reach on one of the element(s) with 'Win' as property that we will see after this.

◆ Three word class

Firstly we have nouns : 'Baba', 'Flag', 'Wall', 'Water', 'Skull', 'Lava', 'Rock'.

Then we have operators (in our game we will only use) : 'Is'.

Finally we have properties : 'You', 'Win', 'Stop', 'Push', 'Melt', 'Hot', 'Defeat', 'Sink'.

◆ Description of the words

The nouns represent just the elements in terms of his noun.

The operator 'Is' is here to make the link between the nouns et properties → noun Is property.

Each property do something different :

Property	Description
You	- The player can control this object using the movement controls.
Win	- If a «You» object overlaps over this object, the level is won.
Stop	- Any elements or player can overlaps this object.
Push	- This object is solid and can be pushed by moving towards it when adjacent to it. - If there are multiple «Push» items in a row, all of them will be pushed.
Melt	- If this object overlaps over a «Hot» object, this object is removed.
Hot	- If a «Melt» object overlaps over this object, the «Melt» object is removed.
Defeat	- If a «You» object overlaps over this object, the «You» object is removed.
Sink	- If any object overlaps this object, the both objects are removed.
Tp	- If a «You» object overlaps this object, the «You» object is teleport to the closest object with Tp as property.

Game

◆ Valid combination with the words

We will see here all of the correct combinations that you can make in the game.



Are two valid rules because we can read them from left to right and from top to bottom. In this case you will play Baba because Baba is You.



Here you will play the Flag(s) and Baba.



Here you will play Baba and flag(s) make win this game.



Here you will play Baba and Baba is Win so you won the game.



Here we every Wall will be transform into Rock.

◆ Keyboard

The following keyboard will allows you to play the game :

Up arrow → moving at the top.

Down arrow → moving at the bottom.

Left arrow → moving at the left.

Right arrow → moving at the right.

q → Quit the game.

Compilation

◆ Unzip command

After download the folder you have two choice to unzip the folder :

Open a terminal on the directory where the folder are.

- `Unzip name.zip -d name1`

name → name of your folder.

name1 → name of folder after unzip.

Or unzip with right click of the folder.

◆ Compilation command

Open a terminal in the root of the folder and execute the following commands :

- `ant -buildfile build.xml` → execute the xml file.
- `ant jar` → execute the .jar file.
- `java -jar baba.jar <level>` → Run the game.

<level> :

- `--levels name*` : name of the file which contains the level.
- `--level level` : 'level' name of the folder which contains every levels, after each level end goes on the next level.
- `--execute word1 word2 word3` : It allows you to execute a sentence like «Rock Is Flag» it can have several `--execute` for a same command.

*name → Level<x> where x a number between 1 and 8 include.