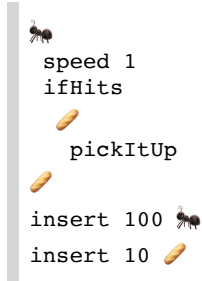


Simoji Quickstart Guide

Simoji is a tool for anyone to build quick useful shareable simulations. You write your simulations in a simple language using mostly Emojis and then click play.



Concepts

Board

The Board is the rectangle on which your simulation takes place. It has a width and height and is divided into a grid.

Agents

Agents are the key concept in Simoji. Everything you see on your board is an agent. A person emoji would be an agent, and a rock emoji would be an agent.

Attributes

Agents can have attributes.

- speed
- spin
- force
- health
- angle

Some attributes are booleans with only 2 states.

- solid
- bouncy

Events

Events are things that can happen to agents.

- ifHits
- ifTouches
- ifDies

Commands

- kickIt
- replaceWith
- spawn

Board Setup

You can setup your board with the following commands.

- insert
- paste
- speed

Tree Notation

Simoji the language is a [TreeLanguage](#). There are no visible syntax characters. Indentation is used for parent/child relationships.

Keyboard shortcuts

Combo	Command
?	Toggle Help
Spacebar	Play/Pause

Sharing Your Simulations

At the top of the page you should see a link that you can copy and paste to share your sim. When you update your simulation code that link will update.

Getting Involved

The source code for Simoji and all development happens on [Github](#).

Printable Version

This cheat sheet is also available as a [printable](#) version.

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