CSCI 205 Final Project

Team BabaIsUs

USER MANUAL

I. General Statement:

For our CSCI205 Final Project, we decided to design a game similar to Baba Is You, an indie single-player puzzle video game on Steam. In each level of the game, there are three different kinds of blocks to make rules in the game, ones representing objects in the level, the Noun blocks, ones representing actions, the Adjective blocks, and ones used to connect these together, the Connector blocks. The goal of this game is to connect the three blocks together to change the rules to manipulate the entities on the screen in some way or possibly advance to the next level.

II. Motivation:

Before finalizing on which project we would like to work on, our consensus decision was that we would like to design a game where the players could be creative with their approaches. After crossing out many options in our original game list, Baba Is You was the game that caught our interest, as it was very creative yet simple to understand. The game requires players to think outside the box, and there is a lot of room for the players to do what they want while still being challenged.

To fit the duration of the project, we have opted to only implement the essential features to create a functional demo of the game, thus allowing us to focus more on a well made product with the possibility of expansion later on, something more realistic with our time limitations. There are many many different rule blocks in the original game, so as to reduce the complexity of the project to a more manageable level, we will be creating smaller grid maps, and use a smaller list of possible rule blocks. We also reduced the number of levels needed to around 3 to 4 to make level design less of an issue.

III. Introduction and Background:

As a puzzle game, Baba Is Us requires the player to understand the functionality of each block to connect them together to create special interactions that allow the player to go through each level. Each level of the game contains a set of unmovable blocks and movable blocks that controls the state of the game. There are three classes of movable blocks: Noun blocks, Connector blocks and Adjective blocks:

Noun blocks represent the objects in the game. These can be words such as Rock, which represents all Rock objects on the board, or Baba, which is the main character the user controls for most of the time.

Connector blocks connect the Noun blocks and the Adjective blocks. These can be words such as Is, which allows the player to change the state of a group of Noun blocks to a different attribute depending on which Adjective block the Connector block is connected with.

Adjective blocks represent the desired state we want the Noun blocks to be associated with. These can be words such as Pass, which allows the player to pass through the Noun blocks instead of pushing or being blocked by them, or Win, which allows the player to go to a new level.

As the character, you can move around the board and try to solve the puzzle. To move around the board, you can simply use the arrows in your keyboard. By combining the blocks and connecting them together in the right sequence, the player can do almost anything. For example, if a group of Rocks are blocking the Win block, we can first set the rule to Rock - Is - Pass, allowing the player to move through the Rocks and get the Win block to then set the rule to Baba - Is - Win to move to the next level. There are many other interactions and the player is required to utilize their creativity to combine the rule blocks so as to get through their current level.

IV. Structure and Instructions:

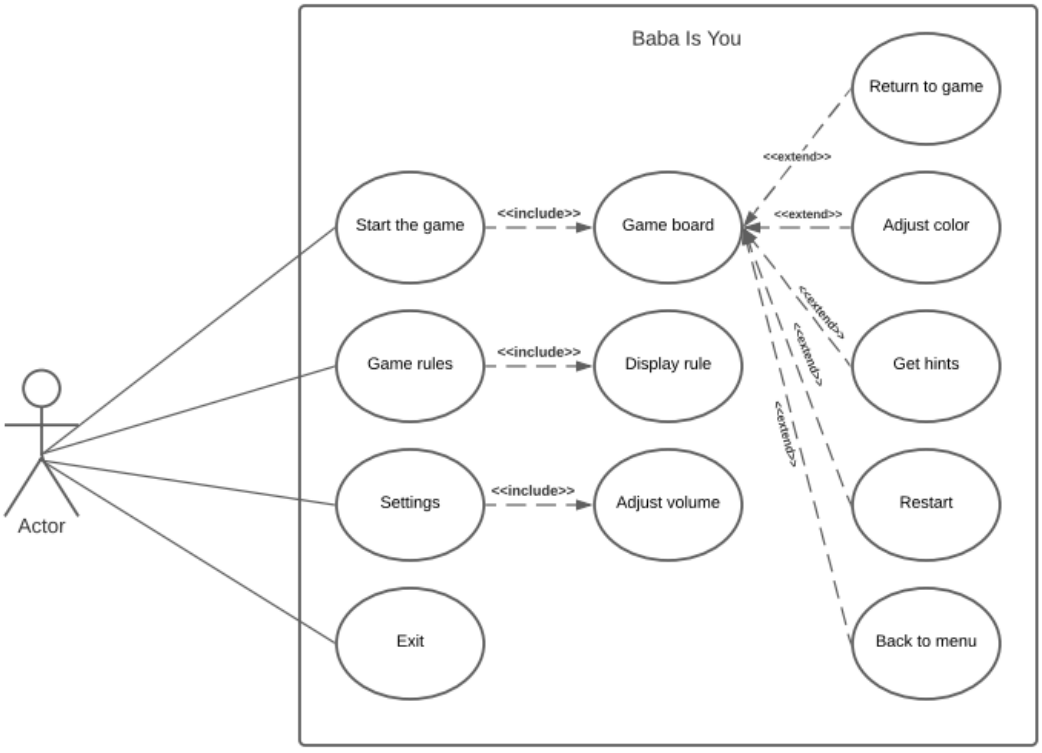

Figure 1: Baba Is Us use case diagram

Figure 1 illustrates the structure of our complete game where the actor is the player. Our version of Baba Is Us consists of three main scenes: The main menu, the game board, and the in-game menu:

When first started the game, the player enters the Main menu, where the player can choose to start the game (go to the game board), read the game rules, change the settings (mainly the music), and exit the game.

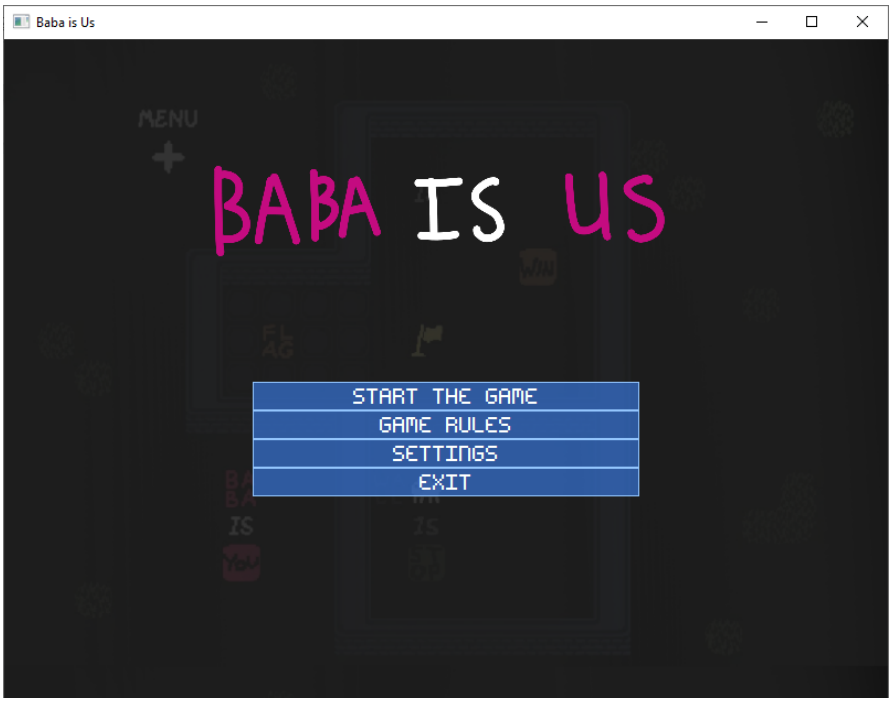

Image 1. The Baba Is Us main menu

When clicked to the Start the game option, you will be moved to the game board, and the game begins. In the beta version, the character is the white box, and the objective is to connect the colored box in the order of purple-blue-pink to move to the next level. Another variation, purple-blue-red allows the player to to cross the orange unmovable blocks to get the pink block. This is our beta version of the game, and we expect that if things go smoothly, another better version of the game will be released.

Image 2. The Baba Is Us game board, beta version

In the main version, you can control the character, with improved interactions and better visual arts in general. The character the player controls can now be switched around using the command “Baba-Is-Sth”. For example, if “Baba-Is-Rock”, then you control the rock. Now, the objective is to have the character that the player currently controls touches the Win block.

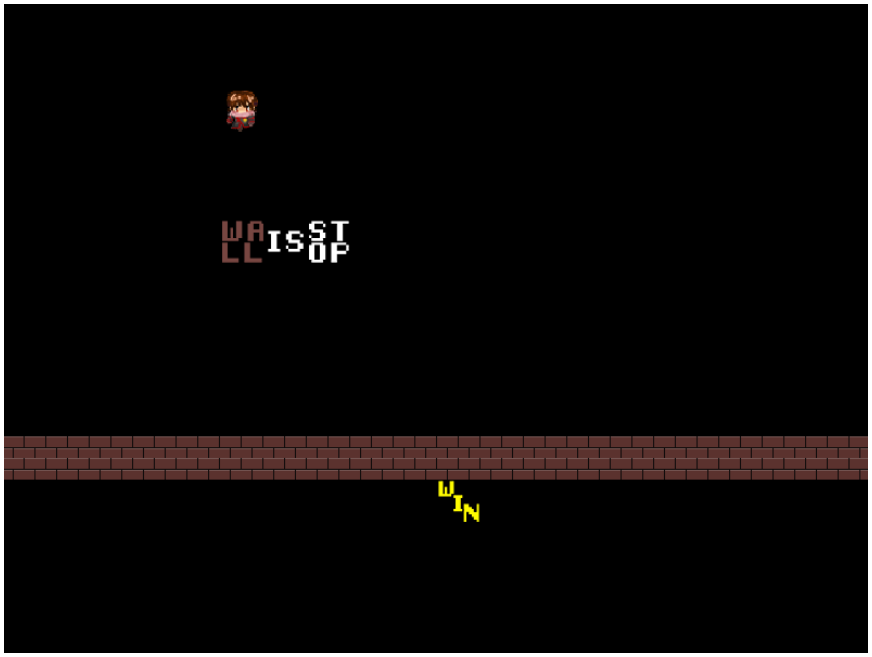

Image 2. The Baba Is Us game board, main version

When you are at the game board in the beta version, pressing the ESC button on your keyboard allows you to open the in-game menu.. If you are stuck, the get hint option allows you to have a clue where you can work from to deduct the solution to the puzzle. You can also restart the level if you find yourself stuck to have a fresh start, or choose to play another time by heading to the main menu.

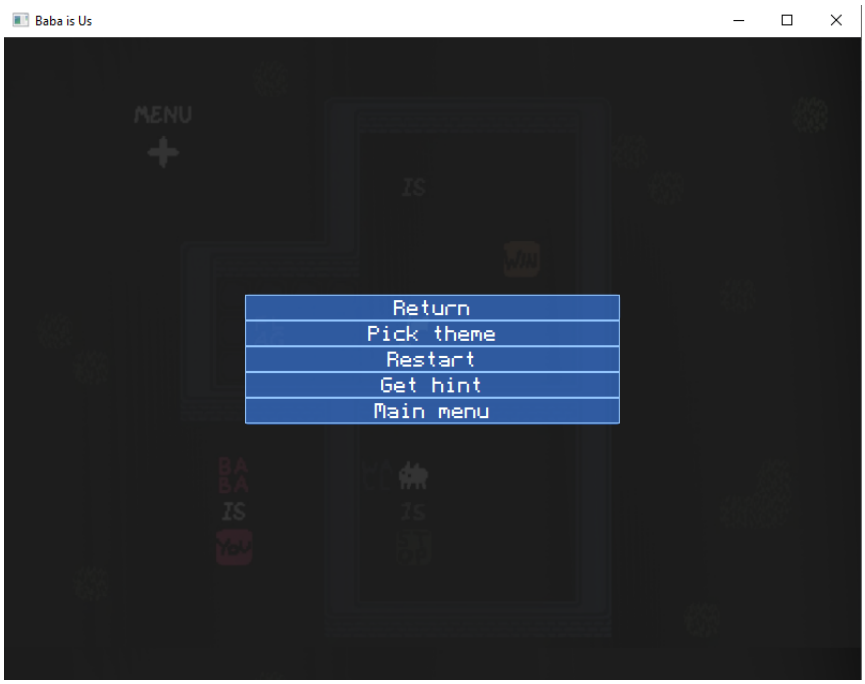

Image 3. The Baba Is Us in-game menu