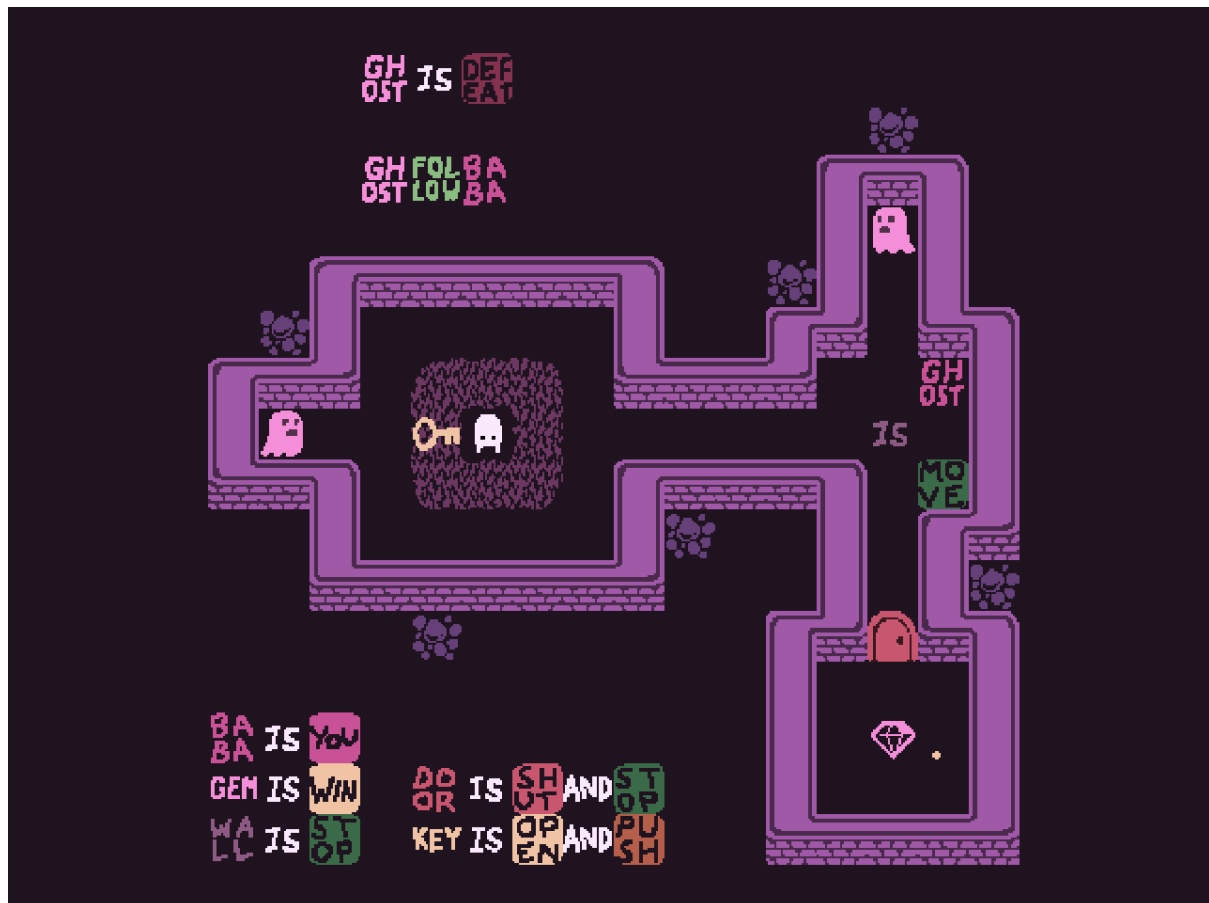


Haunted ruins

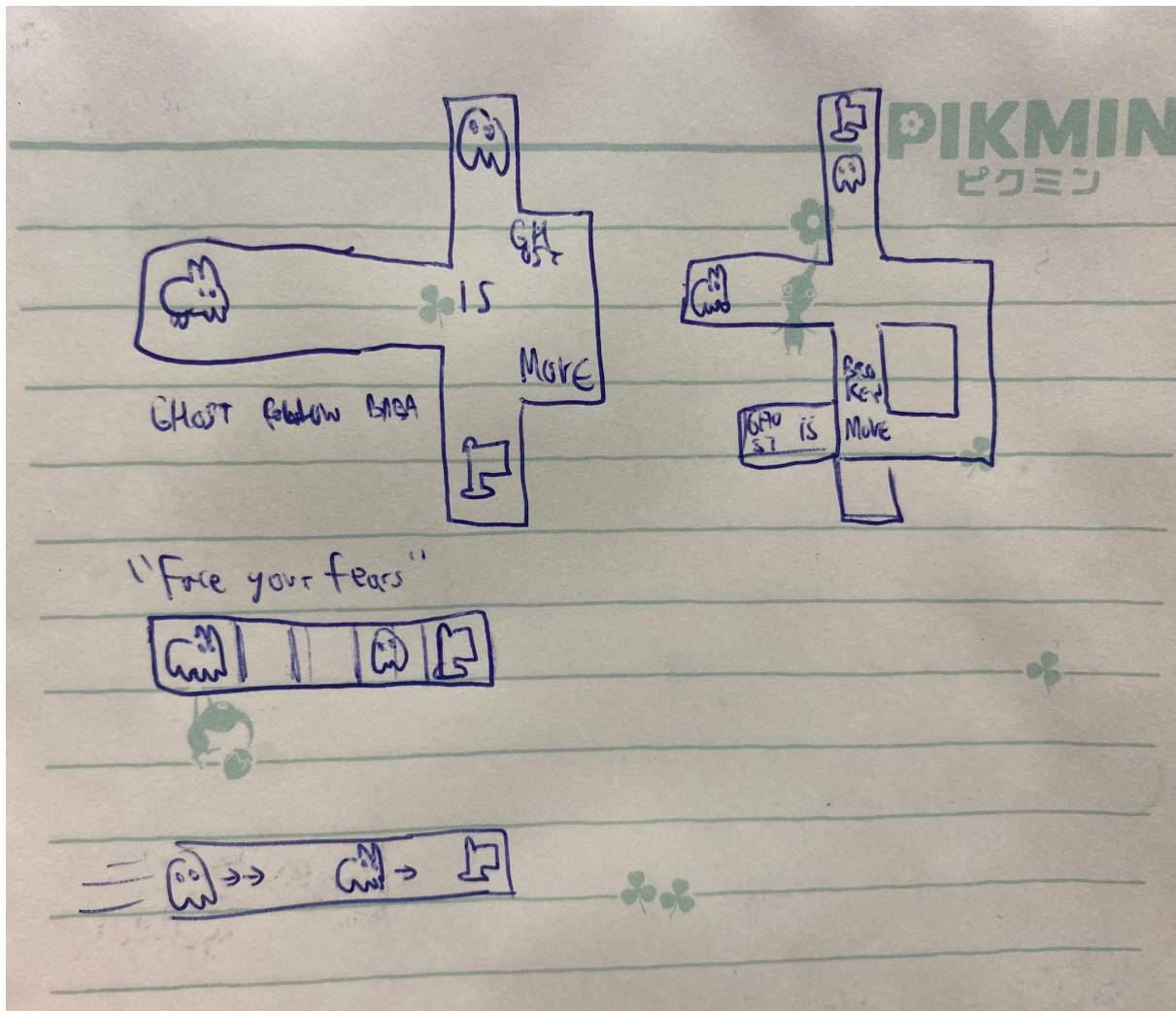
Level 1



Initial rules: Ghost is Defeat, Ghost follow Baba, Baba is You, Gem is Win, Wall is Stop, Door is Shut and Stop, Key is Open and Push

Win condition: Push the key to the right, create *Ghost is Move* with the key, take the key down to the door avoiding the ghosts.

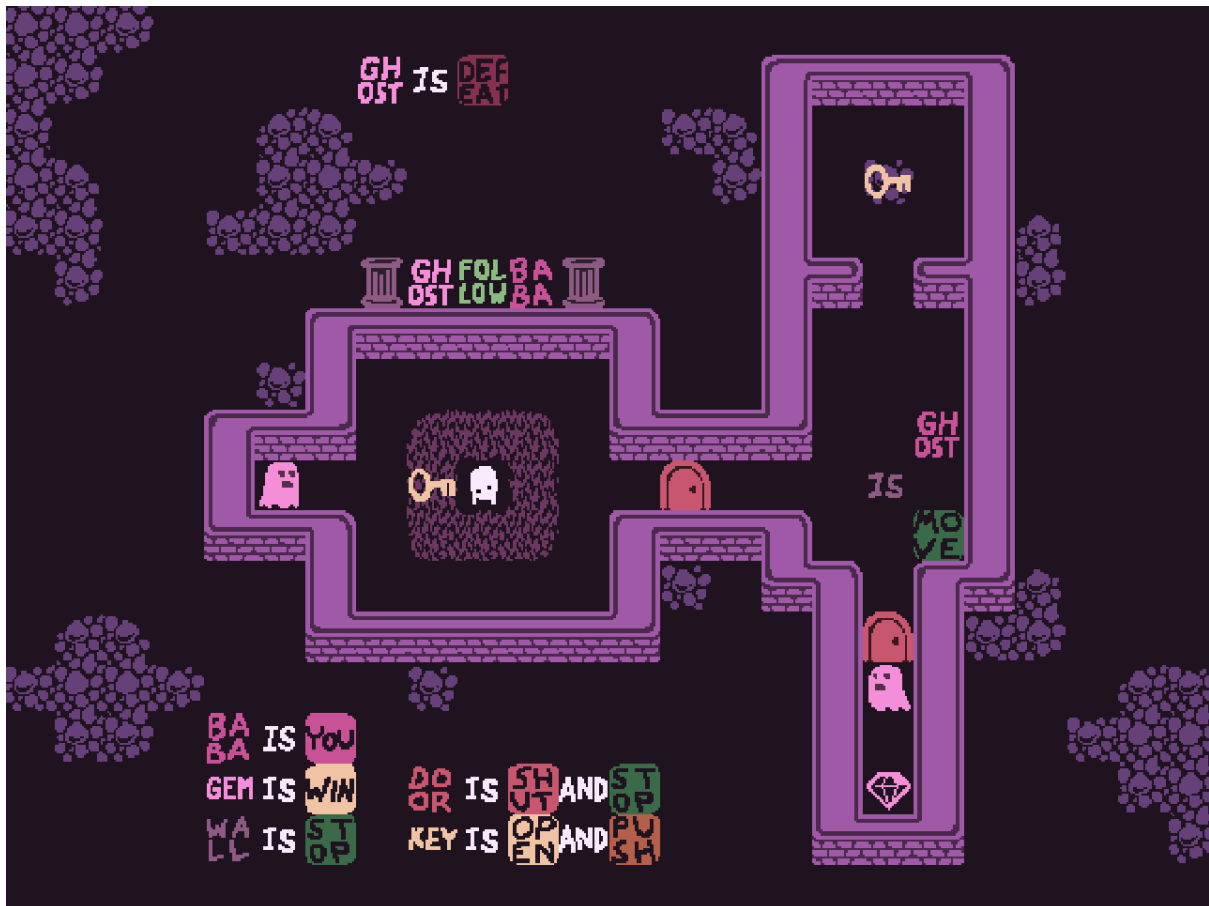
Design process:



The idea for the level gimmick was to make the player run away from the ghosts. We thought of a scenario where the player would be safe at first, but would have to activate the ghosts' movement to get further into the stage. We thought about alternate challenges involving ghosts, like having the player disable them while they run away, phase through them, or having them speed up.

We added a key to make the level a bit more interesting, but we made it easy to use on the door, because we wanted to keep the first level simple. The ghost on the left discourages the player to go back to the start after activating them.

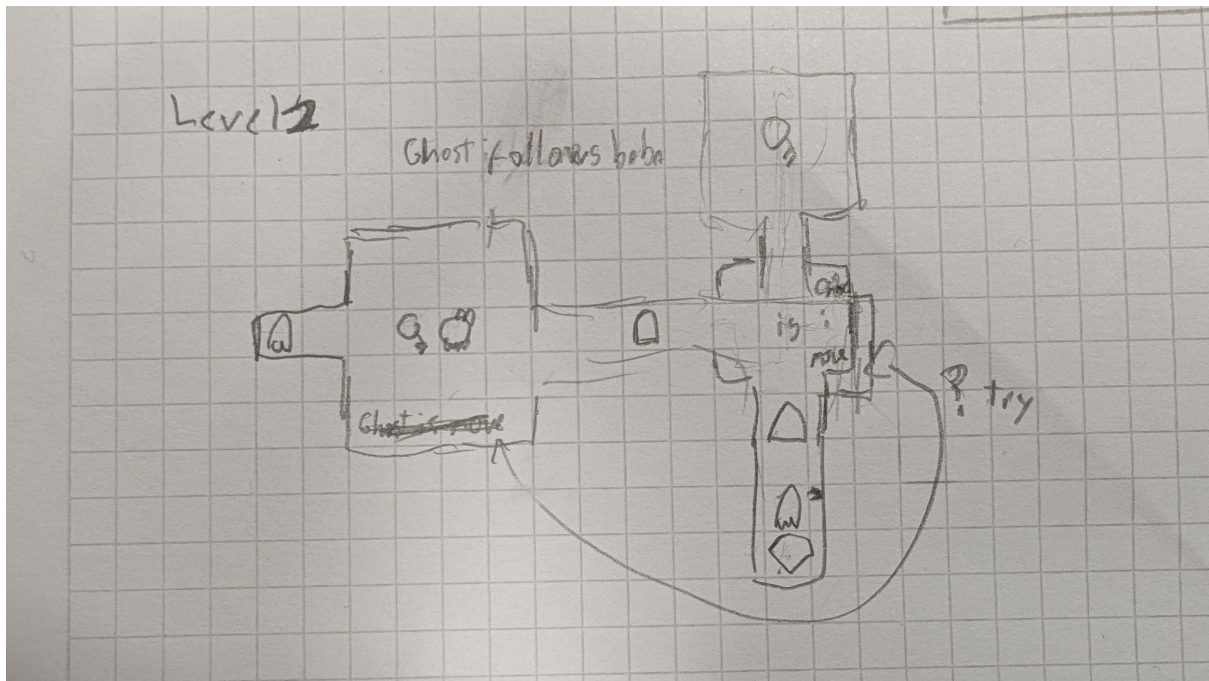
Level 2



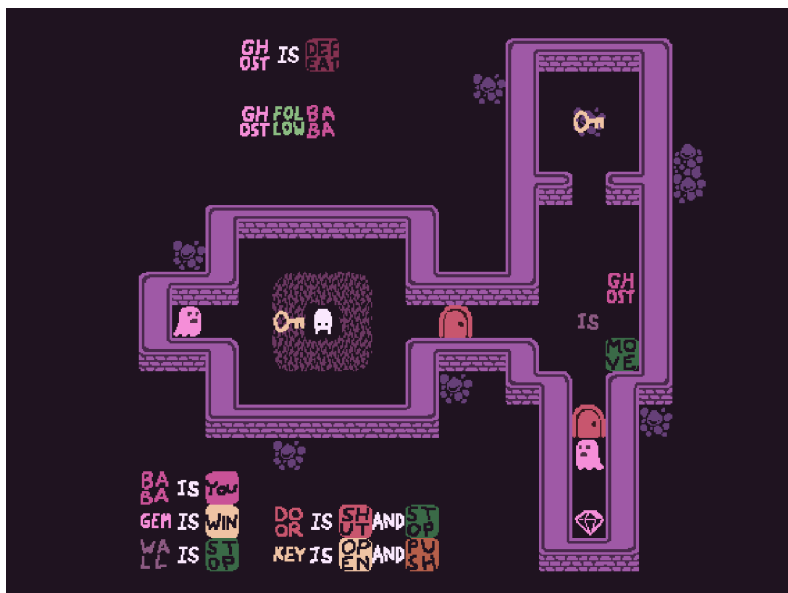
Initial rules: Ghost is Defeat, Ghost follow Baba, Baba is You, Gem is Win, Wall is Stop, Door is Shut and Stop, Key is Open and Push

Win condition: Push the first key to the door, go up to the key and push it until it's touching the *is*, push the *is* to make *Ghost is Move*, push the key to open the door, move through the level to get both ghosts behind you, get the gem.

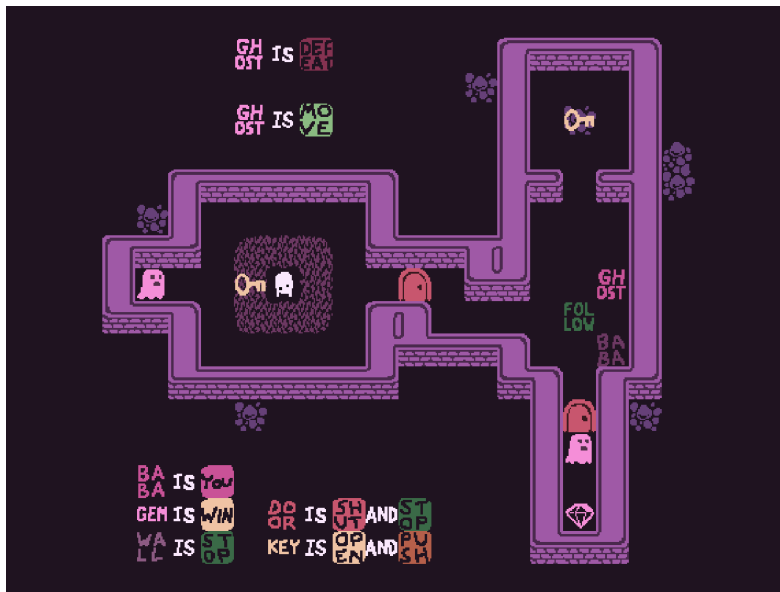
Design process:



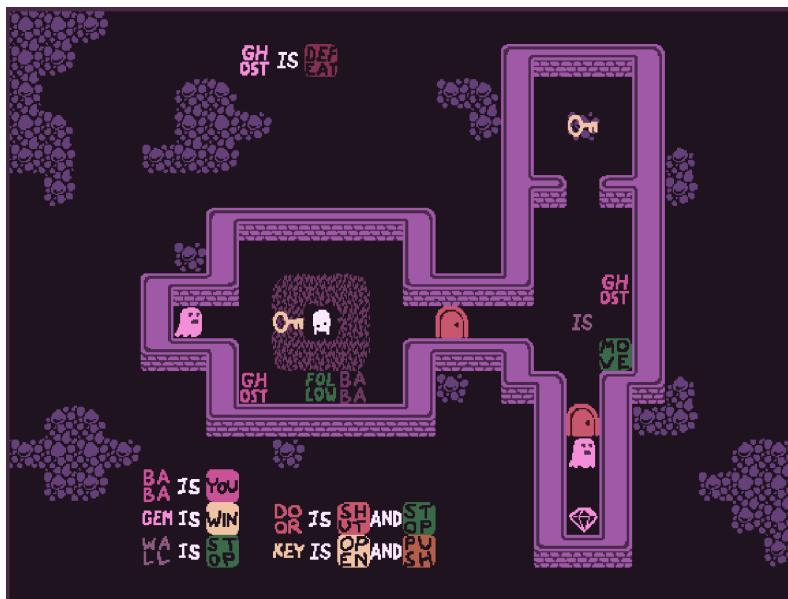
We wanted to do something similar to the first level but emphasizing the running away from/avoiding the ghost aspect and how the ghost moves when it's following you. For that, we made it so that the player needed to get the ghost away from the gem before getting it. We made a first version in the game.



After we did some testing, we noticed that players were having issues in the 3rd level with the formulation of the *Ghost follow Baba* statement, so we tested some options for putting the *Ghost follow Baba* in the place of *Ghost is Move*, but it made the level too easy.

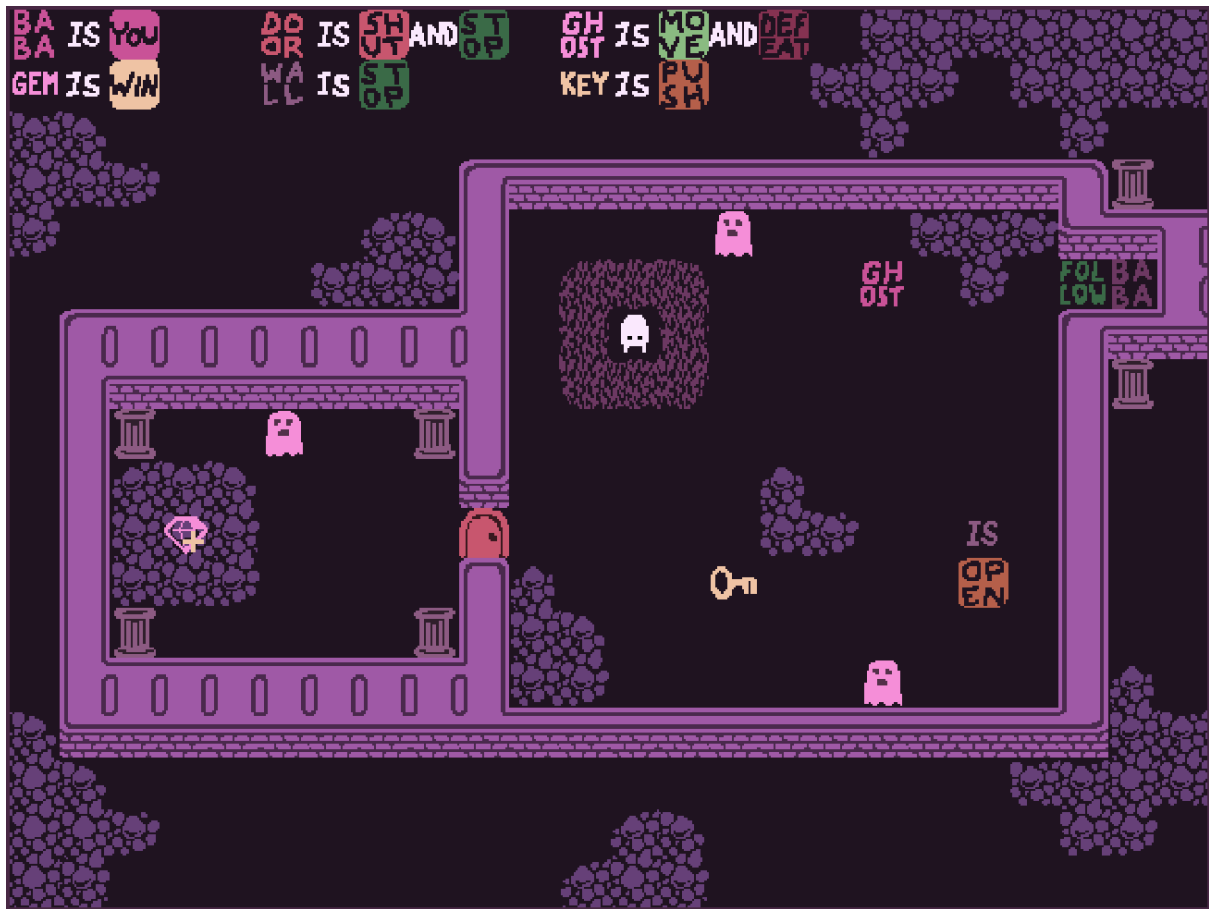


We then tried putting *Ghost follow Baba* as a statement you had to form, but it messed with the difficulty progression between the 2nd and 3rd levels. Making people have to redo this level a few times and lessening the challenge of the 3rd level.



We ended up leaving it similar to the original but with a couple columns to make people look at that statement's format before the last level.

Level 3

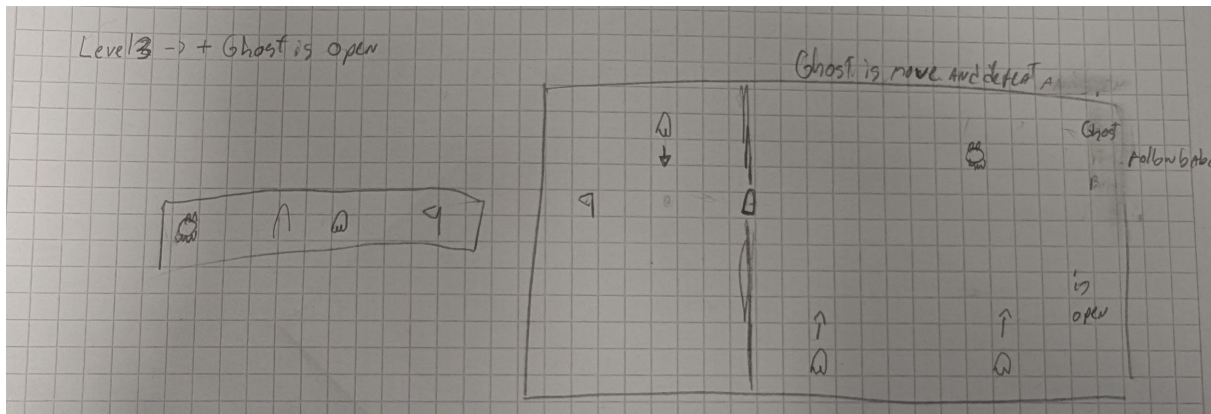


Initial rules: Ghost is Move and Defeat, Baba is You, Gem is Win, Wall is Stop, Door is Shut and Stop, Key is Push,

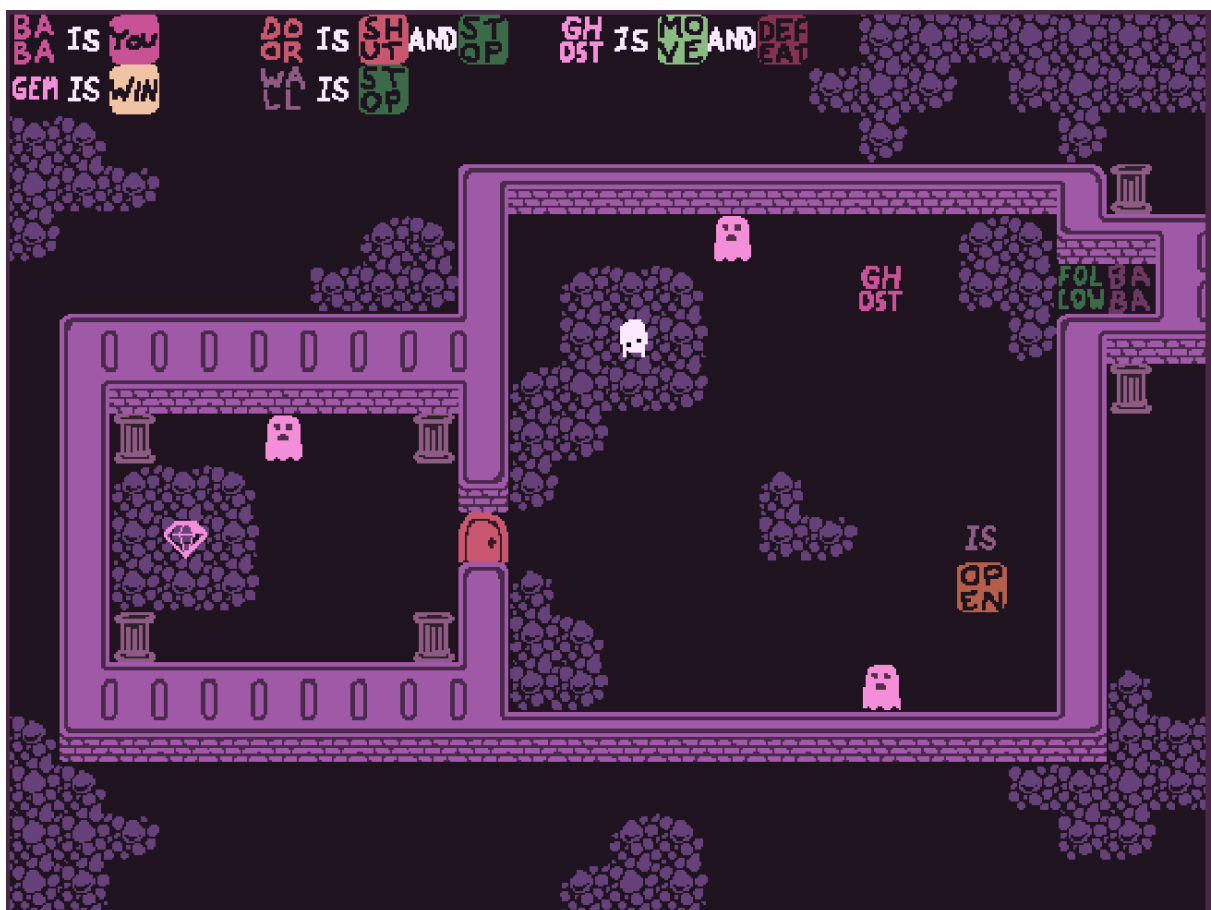
Win condition: Push *Ghost* out of the way of the ghost so it doesn't push it away, push *Ghost* and *is Open* so that you can form *Ghost is Open* and *Ghost follow Baba* at the same time, avoid the ghosts, make the one in the closed room unlock the door, and get the gem.

Design process:

We started making this level with the proposition of a rule change, we wanted Ghost to open the Door. After understanding how the movement of the Ghost worked while following Baba in the previous 2 levels, the player has to use this knowledge to lead the ghost in the gem room to the door while avoiding the 2 other ghosts in the first room.



To make it a bit more time/moves sensitive we decided to put **GH OST** in front of the Ghost  so that it moved to the wall if the player didn't get it in time. The player would also have to put the *is open* first to try to avoid having the Ghosts following the entire time.



After a few tests, it seemed that the things the players found more difficult was knowing the formulation for *follow* **FOL LOW**, we tried to fix that with earlier levels, but the rest wasn't as misleading as we'd hoped. We decided to add a key the player could push, so that they first tried to get it for the door instead of directly knowing that something was different. With the

changes the level had a bit more misdirection for the player before getting to the solution.

RULES		
Level 1	Level 2	Level 3
GH OST IS DEF EAT	GH OST IS DEF EAT	GH OST IS MOVE AND DEF EAT
GH OST FOL BA LOW BA	GH OST FOL BA LOW BA	DO OR IS SH UT AND ST OP
DO OR IS SH UT AND ST OP	DO OR IS SH UT AND ST OP	KEY IS PU SH
KEY IS OP EN AND PU SH	KEY IS OP EN AND PU SH	WA LL IS ST OP
WA LL IS ST OP	WA LL IS ST OP	GEM IS WIN
GEM IS WIN	GEM IS WIN	BA BA IS YOU
BA BA IS YOU	BA BA IS YOU	