

Description	Option Name	Short Name	Possible Values
Level Type	-levelType	-lt	integers [0..4] (Overground, Underground, Castle, Random):
Maximum Number of Attempts	-attemptsNumber	-an	integers in [1..maxInt]
Enable Visualization	-visual	-vis	on/off
World Timer	-timer	-t	on/off
Maximum Possible Value of FPS	-maxFPS		
Enable Entire GUI	-gui	-gui	on/off
Agent Name	-agentName	-ag	HumanKeyboardAgent/ForwardAgent/ForwardJumpingAgent/RandomAgent
Enable Power restoration by pressing speed button	-powerRestoration	-pr	on/off
Enable Continuous Updates in GameViewer	-gameViewerContinuousUpdates	-gvc	on/off
Level Difficulty	-levelDifficulty	-ld	integers in [0..maxInt]
Enable Game Viewer	-gameViewer:	-gv	on/off
Level Length	-levelLength	-ll	integers in [50..maxInt]
Level Randomization Seed	-levelRandSeed	-ls	integers in [0..maxInt]
Pause of the World. Freezes animation of all the sprites and disables Mario interaction with creatures	-pauseWorld	-pw	on/off
Show Tools Configurator Tool	-toolsConfigurator: false	-tc	on/off
Stop Simulation when first Win obtained	-stopSimulationIfWin	-ssiw	on/off
Output all command line options to console after initialization	-echo	-e	on/off