

Levels format:

Level name convention: levelX.txt where X represents the number of level

int type, int position in x, int position in y

type is represented by int number:

type	values	represents
enemies	1	character
	2	Goomba
	3	KoopaTroopa
	4	Piranha Plant
	5	Lakitu
	6	Spiny
	7	Buzzy Beetle
	8	Shell
power ups	10	Mushroom
	11	FireFlower
	12	Star
	13	GreenMushroom
	14	Coin
platforms	20	SolidBlock
	21	BickBlock
	22	QuestionBlock
	23	Pipe
	24	Void
	25	Flag
projectiles	30	Fireball
	31	SpinyEgg

Values greater than 100 represent compositions

101	questionBlock
102	pipe with piranhaPlant