Level Encoding

# Level Encoding Guide

Here’s a sample bit of level code to give you an idea of what it’s like:

xxxxxxxx  
xwwwwwwx  
x x  
x x  
x # x  
xxxxxxxx

This level code represents a small 8x6 box of terrain that is hallow inside, with spikes on the ceiling, and the starting point on the ground.

Every character represents a tile. For instance, ‘x’ represents terrain, ‘w’ represents the ceiling spike, and ‘#’ represents the starting point.

You can optimize this level encoding as shown below. In this case, the level is now 64% of the original file size.

x=8  
xw=6x  
x =6x  
x =6x  
x # x  
x=8

# Reserved characters

|  |  |
| --- | --- |
| ' ' | Represents empty space |
| '\n' | Represents that you want to start defining the tiles for the next row. |
| '=' | Represents the optimization listed above |
| (0-9) | All digits are reserved for the optimization listed above. That way we can have multiple digits like this: zzx=10zz |

# Tile Encodings (case sensitive)

|  |  |
| --- | --- |
| 'x' | Terrain |
| 'z' | Secret Area |
| '#' | Starting Point |
| '+' | Treasure |
| 'D' | Door |
| 'w' | Ceiling Spike |
| 'm' | Floor Spike |
| 'c' | Wooden Crate |
| 'k' | Steel Crate |

To be continued…