CRT 360: Advanced Prototyping

GamePad Level Template

Level is 320×240 pixels in total. Each tile is 20×20 pixels. There are 16×12 tiles per level.

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 0 | 0 | 1 | 2 | 3 | 4 | - | 6 | 7 | 8 | 9 | 10 | 11 | | 13 | 14 | 15 |
| 1 | 1.6 | 17 | 18 | 19 | 20 | 1 | 22 | 23 | 24 | 25 | 26 | 27 | | 29 | 30 | 31 |
| 2 | 32 | 1 | 34 | 35 | 36 | 7 | | | 40 | 41 | 42 | 43 | | 45 | 46 | 47 |
| 3 | 48 | 49 | | | 52 | 53 | 57 | 55 | 56 | 57 | 58 | 59 | | 61 | 62 | 63 |
| 4 | 64 | 65 | 6 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | | 77 | 78 | 79 |
| 5 | 80 | 81 | 62 | 83 | 84 | 85 | 86 | 87 | 5 | 09 | | 91 | | 93 | 0.4 | 95 |
| 6 | 96 | 97 | 98 | 99 | 100 | 101 | 102 | 103 | 10 | 105 | 1 6 | 107 | 1 8 | 109 | 110 | 111 |
| 7 | 112 | 113 | 114 | 115 | 16 | 117 | 18 | 119 | 1: | | 122 | 123 | 1 | 125 | 120 | 127 |
| 8 | 128 | 129 | 130 | 131 | 32 | 133 | 4 | 135 | 136 | 137 | 138 | 139 | 1 | 141 | 142 | 143 |
| 9 | 144 | 145 | 146 | 14 | 48 | 149 | 150 | 151 | 152 | 153 | 154 | 155 | 1 5 | 157 | 158 | 159 |
| 10 | 160 | 161 | 162 | 103 | 164 | 165 | 166 | 167 | 168 | 169 | 170 | 171 | 1 | 173 | 174 | 175 |
| 11 | 176 | 177 | 178 | 179 | 180 | 181 | 182 | 183 | 1 | _ | 186 | 187 | 1 | 189 | 190 | 191 |

Level Name

The Basement

Notes

Sneak through the mansions basement but be careful of traps and the dreaded blockchains that lurk down there.