Level：

|  |  |
| --- | --- |
| Name | Rules |
| 停停走走(红绿灯) | 桥两侧有若干石塔，它们会按“绿-黄-红-绿”变色。在红灯时不能行走，必须使用隐形技能。 |
| 刀刃迷宫 | 绕过数不清的刀刃，其中不动的刀刃会秒杀探险家 |
| 寒冰洞窟 | 避开寒冰（随机生成）攻击，收集一定数量碎片 |
| 火焰殿堂 | 每次火焰只会引燃周围4个圈圈（上下左右），被火焰烧到，会损失生命值，玩家需要坚持一定时间 |
| 尖刺陷阱 | 走过隐藏陷阱的地面，陷阱包括2选1，3选1，4选1，其中每一排只有一个陷阱。 |

Programming

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| --- | --- |
| Name | Function |
| Move | Use mouse to control the player to move |
| Level manager | Load level, first level is chosen by player, others appear randomly |
| Game manager | Record the status of player (dead or alive), judge status of game (fail or pass), record the status of game. |
| Network manager |  |
| Hurt | Reduce health |
| Player contribution | Record the statistic of player(health, magic) |