

Level Planner

Monday, October 11, 2021 9:07 PM

Constant block size:

Column $t_i = \text{position} / \text{block size}$

<World 1-1>

<Curve blend = " " >

c_{0x}
 c_{1x}

<ConvexUp blend = " " >

One node under root

<X location blend = " " >

<0>

<y-0>

<y-1>

<y-2>

OR

<y-3>

<y-4>

<y-5>

<y-6>

<y-7>

<y-8>

<y-9>

<y-10>

<y-11>

<y-12>

<y-13>

<y-14>

<y-15>

<y-16>

<y-17>

<y-18>

<y-19>

<y-20>

<y-21>

<y-22>

<y-23>

<y-24>

<y-25>

<y-26>

<y-27>

<y-28>

<y-29>

<y-30>

<y-31>

<y-32>

<y-33>

<y-34>

<y-35>

<y-36>

<y-37>

<y-38>

<y-39>

<y-40>

<y-41>

<y-42>

<y-43>

<y-44>

<y-45>

<y-46>

<y-47>

<y-48>

<y-49>

<y-50>

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<y-256>

<y-257>

<y-258>

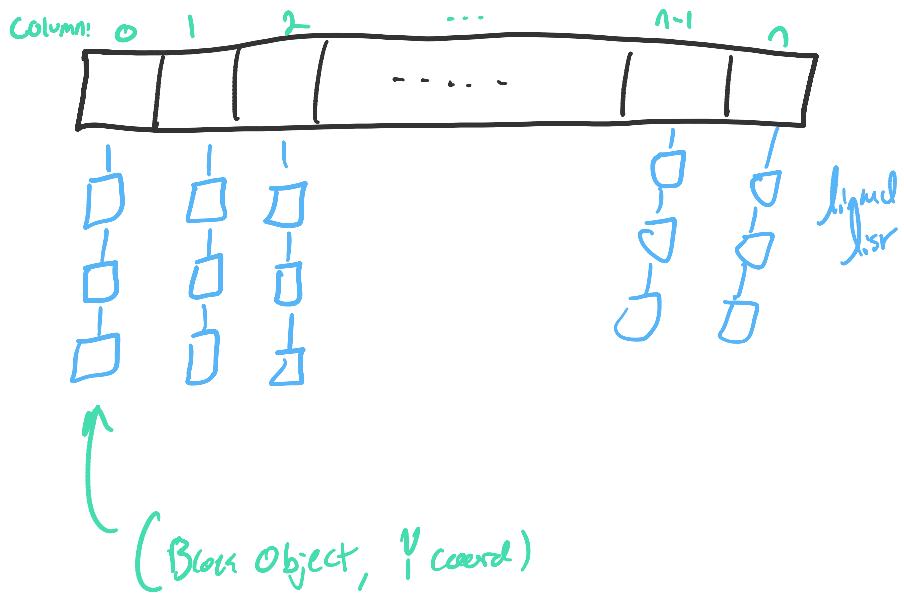
<y-259>

<y-260>

<y-261>

<y-262>

<y-



Need: Block factory to spit out new
sprite instances

- Uses same keys as sprite factory
so we don't need to use reflection
here

XML Parser interface?

- B/c we have like 3 different parsers