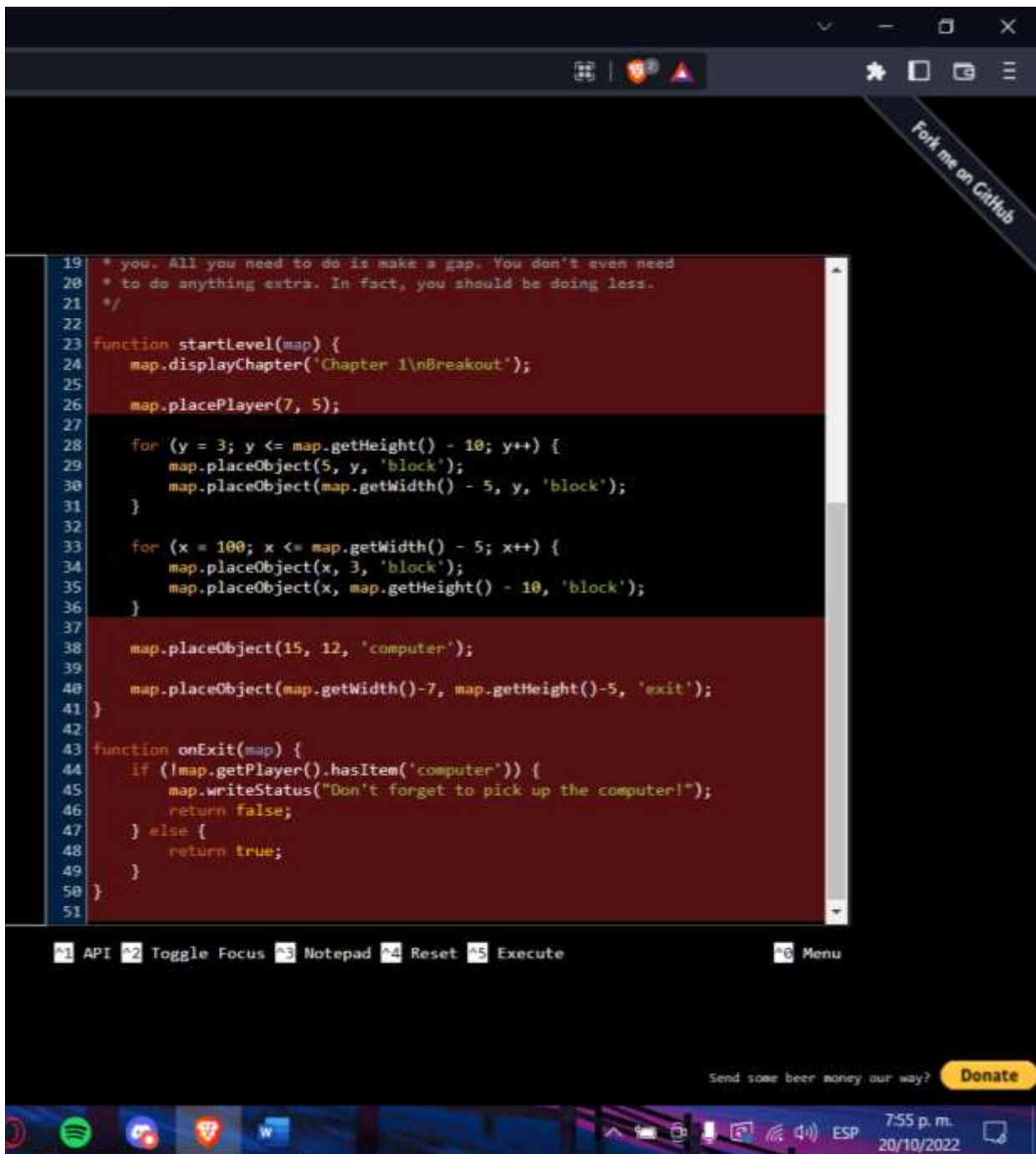


Introducción



The screenshot shows a code editor window with a dark theme. The code is written in JavaScript and defines a game level setup. It includes comments, a `startLevel` function, and an `onExit` function. The code is line-numbered from 19 to 51. The editor has a toolbar at the top with icons for file operations and a 'Fork me on GitHub' banner. At the bottom, there is a control bar with buttons for API, Toggle Focus, Notepad, Reset, Execute, and Menu. A 'Donate' button is also visible in the bottom right corner.

```
19  * you. All you need to do is make a gap. You don't even need
20  * to do anything extra. In fact, you should be doing less.
21  */
22
23  function startLevel(map) {
24      map.displayChapter('Chapter 1\nBreakout');
25
26      map.placePlayer(7, 5);
27
28      for (y = 3; y <= map.getHeight() - 10; y++) {
29          map.placeObject(5, y, 'block');
30          map.placeObject(map.getWidth() - 5, y, 'block');
31      }
32
33      for (x = 100; x <= map.getWidth() - 5; x++) {
34          map.placeObject(x, 3, 'block');
35          map.placeObject(x, map.getHeight() - 10, 'block');
36      }
37
38      map.placeObject(15, 12, 'computer');
39
40      map.placeObject(map.getWidth()-7, map.getHeight()-5, 'exit');
41  }
42
43  function onExit(map) {
44      if (!map.getPlayer().hasItem('computer')) {
45          map.writeStatus("Don't forget to pick up the computer!");
46          return false;
47      } else {
48          return true;
49      }
50  }
51
```

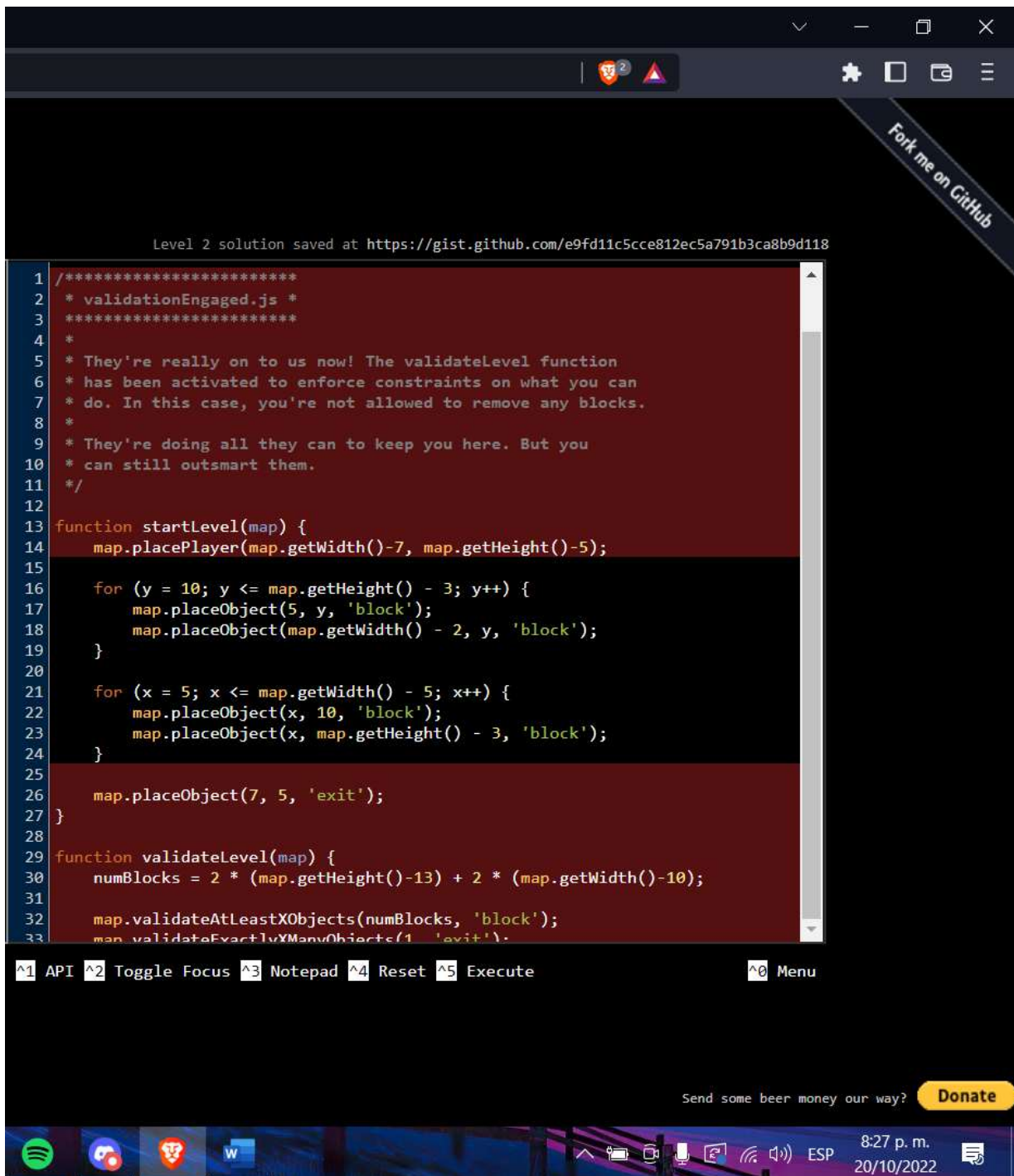
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Nivel 1

Nivel 2



Level 2 solution saved at <https://gist.github.com/e9fd11c5cce812ec5a791b3ca8b9d118>

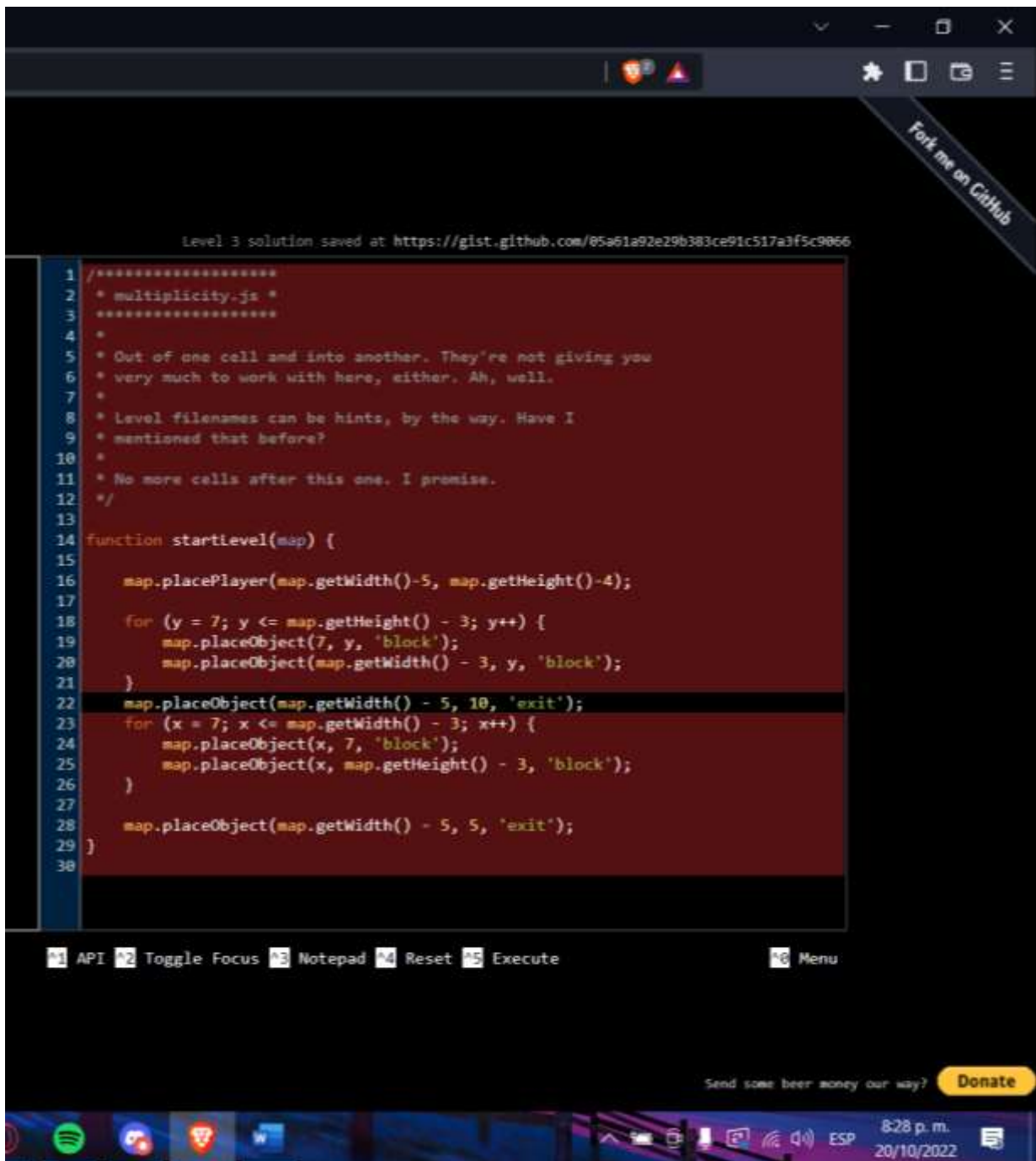
```
1 /*****
2  * validationEngaged.js *
3  *****/
4  *
5  * They're really on to us now! The validateLevel function
6  * has been activated to enforce constraints on what you can
7  * do. In this case, you're not allowed to remove any blocks.
8  *
9  * They're doing all they can to keep you here. But you
10 * can still outsmart them.
11 */
12
13 function startLevel(map) {
14     map.placePlayer(map.getWidth()-7, map.getHeight()-5);
15
16     for (y = 10; y <= map.getHeight() - 3; y++) {
17         map.placeObject(5, y, 'block');
18         map.placeObject(map.getWidth() - 2, y, 'block');
19     }
20
21     for (x = 5; x <= map.getWidth() - 5; x++) {
22         map.placeObject(x, 10, 'block');
23         map.placeObject(x, map.getHeight() - 3, 'block');
24     }
25
26     map.placeObject(7, 5, 'exit');
27 }
28
29 function validateLevel(map) {
30     numBlocks = 2 * (map.getHeight()-13) + 2 * (map.getWidth()-10);
31
32     map.validateAtLeastXObjects(numBlocks, 'block');
33     map.validateExactlyXObjects(1, 'exit');
```

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Nivel 3



```
1 /*****
2  * multiplicity.js *
3  *****/
4  *
5  * Out of one cell and into another. They're not giving you
6  * very much to work with here, either. Ah, well.
7  *
8  * Level filenames can be hints, by the way. Have I
9  * mentioned that before?
10 *
11 * No more cells after this one. I promise.
12 */
13
14 function startlevel(map) {
15
16     map.placePlayer(map.getWidth()-5, map.getHeight()-4);
17
18     for (y = 7; y <= map.getHeight() - 3; y++) {
19         map.placeObject(7, y, 'block');
20         map.placeObject(map.getWidth() - 3, y, 'block');
21     }
22     map.placeObject(map.getWidth() - 5, 10, 'exit');
23     for (x = 7; x <= map.getWidth() - 3; x++) {
24         map.placeObject(x, 7, 'block');
25         map.placeObject(x, map.getHeight() - 3, 'block');
26     }
27
28     map.placeObject(map.getWidth() - 5, 5, 'exit');
29 }
30
```

Level 3 solution saved at <https://gist.github.com/85a61a92e29b383ce91c517a3f5c9866>

Fort me on GitHub

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Nivel 4





Level 4 solution saved at <https://gist.github.com/edd1a1908bb34652faf127081b34fde9>


Fork me on GitHub

```
9  *
10 * If only there was some way you could track the positions
11 * of the mines...
12 */
13
14 function getRandomInt(min, max) {
15     return Math.floor(Math.random() * (max - min + 1)) + min;
16 }
17
18 function startLevel(map) {
19     for (x = 0; x < map.getWidth(); x++) {
20         for (y = 0; y < map.getHeight(); y++) {
21             map.setSquareColor(x, y, '#f00');
22         }
23     }
24
25     map.placePlayer(map.getWidth() - 5, 5);
26
27     for (var i = 0; i < 75; i++) {
28         var x = getRandomInt(0, map.getWidth() - 1);
29         var y = getRandomInt(0, map.getHeight() - 1);
30         if ((x != 2 || y != map.getHeight() - 1)
31             && (x != map.getWidth() - 5 || y != 5)) {
32             // don't place mine over exit or player!
33             map.placeObject(x, y, 'mine');
34             for (y = 0; y < map.getHeight(); y++) {
35                 map.setSquareColor(x, y, '#000');
36             }
37         }
38     }
39
40     map.placeObject(2, map.getHeight() - 1, 'exit');
41 }
```

API Toggle Focus Notepad Reset Execute Menu

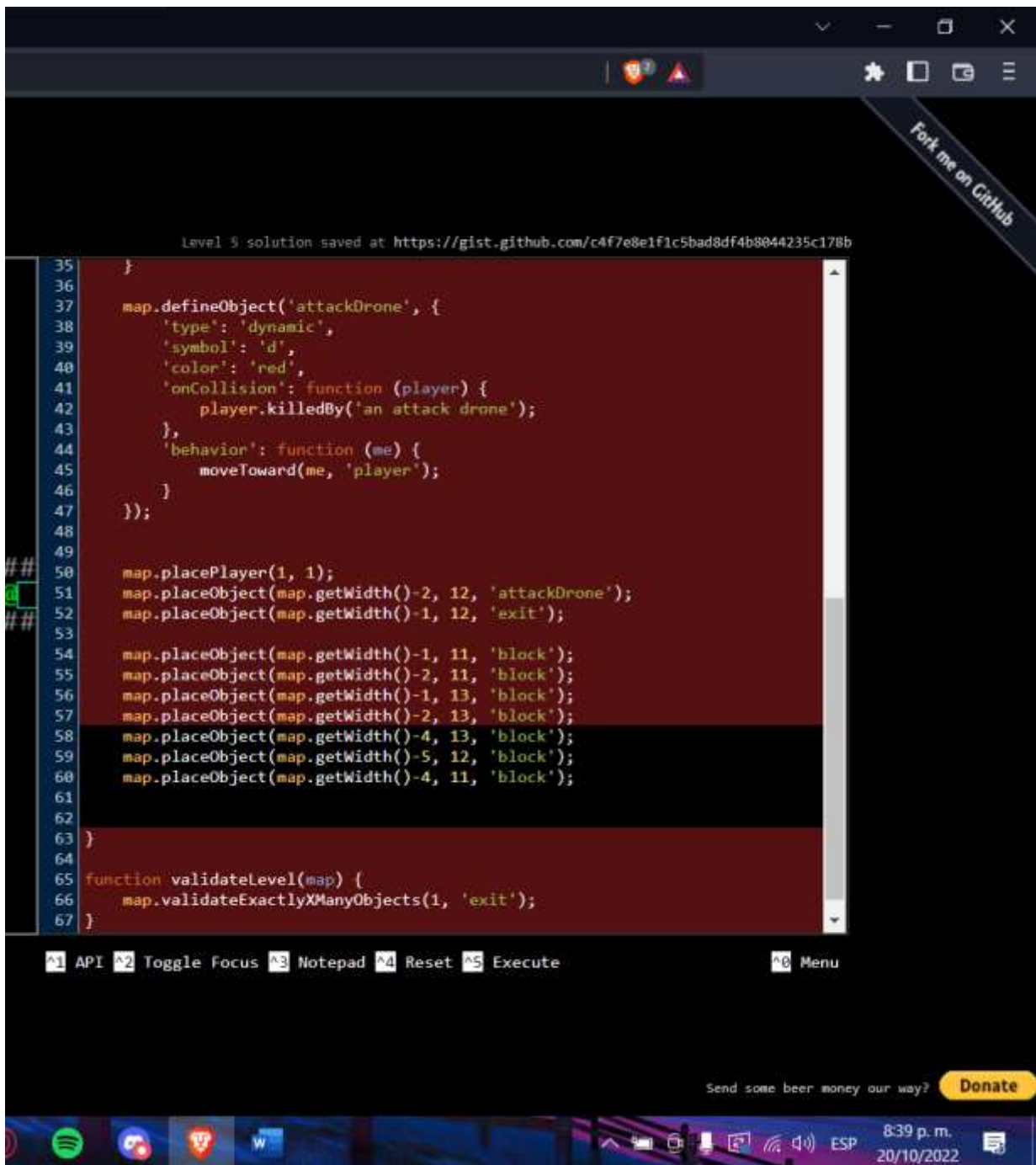
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Nivel 5



The screenshot shows a web browser window with a dark theme. At the top, there's a navigation bar with a 'Fork me on GitHub' link. Below it, a message states 'Level 5 solution saved at <https://gist.github.com/c4f7e8e1f1c5bad8df4b8044235c178b>'. The main content area displays a code editor with JavaScript code for a game level. The code defines an 'attackDrone' object, places a player and various objects (blocks, exit) on a map, and includes a validation function. The bottom of the browser shows a toolbar with keyboard shortcuts for API, Toggle Focus, Notepad, Reset, Execute, and Menu. At the very bottom, there's a Windows taskbar with icons for Spotify, Discord, and a game, along with system status icons and a clock showing 8:39 p.m. on 20/10/2022.

```
35 }
36
37 map.defineObject('attackDrone', {
38   'type': 'dynamic',
39   'symbol': 'd',
40   'color': 'red',
41   'onCollision': function (player) {
42     player.killedBy('an attack drone');
43   },
44   'behavior': function (me) {
45     moveToward(me, 'player');
46   }
47 });
48
49 ##
50 map.placePlayer(1, 1);
51 map.placeObject(map.getWidth()-2, 12, 'attackDrone');
52 map.placeObject(map.getWidth()-1, 12, 'exit');
53
54 map.placeObject(map.getWidth()-1, 11, 'block');
55 map.placeObject(map.getWidth()-2, 11, 'block');
56 map.placeObject(map.getWidth()-1, 13, 'block');
57 map.placeObject(map.getWidth()-2, 13, 'block');
58 map.placeObject(map.getWidth()-4, 13, 'block');
59 map.placeObject(map.getWidth()-5, 12, 'block');
60 map.placeObject(map.getWidth()-4, 11, 'block');
61
62
63 }
64
65 function validateLevel(map) {
66   map.validateExactlyXManyObjects(1, 'exit');
67 }
```

^1 API ^2 Toggle Focus ^3 Notepad ^4 Reset ^5 Execute ^6 Menu

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