

1. Height, Width
2. #....
- 3.
- 4.
5.#
6. H, W, Enemy, Type, Direction
7. H, W, TokenDoor, tokensRequired
8. H, W, ColouredDoor, Colour
9. H, W, Key, Colour
10. CurrentTime
11. InventoryCount //tells the scanner how many lines should be read as inventory
12. Item, Qty // the item in inventory and how many there are
13. Item, Qty

Character	Item
#	Wall
_	Floor
T	Teleporter
C	Token
K	Key
B	Boots
L	Flippers
G	Goal
F	Fire
W	Water
E	Enemy
P	Player