


Level file format.

 ExampleLevel - Notepad
File Edit Format View Help

#E#####t-----r#
#R#####-----#
#-----3---^~F-----#
#####-#####
#-----t#
#G#####-----#
#-----#####
#P-----g#####
#####.

This is an example of how we plan to create the levels. We will use a basic ASCII format in order to hold information about what tile is in what location.

In this example:

- “#” is a wall tile
- “E” is the end goal
- “t” is a token
- “-” is a floor tile that can be walked on
- “r” is a red key
- “R” is a red door
- “3” is a token door requiring 3 keys to open
- “^” is a basic enemy that moves up and down
- “F” is a fire tile that can only be walked over by a player with fire boots
- “G” is a green door
- “P” is the player start location
- “g” is a green key
- “.” is a symbol that tells the code that there is no more level information after this point.

A file reader would read through this document when the level is loaded and would be able to translate this into information that can then be used to generate the levels in the game.

The document would then be followed by additional information, such as the direction certain enemies move, etc. This information would just be stored as a series of integers and Strings, that would make no sense on their own, but the file reader would be able to interpret.