## Level File Format

Below is a basic format of how levels will be stored within their respective text files.
A file will begin with the level's dimensions so that the scanner understands which of the next characters are of the level layout. Additional information for a level will be kept below the level layout. This includes the conditions of enemies, the requirements for doors and colours of keys. Lastly, the file will have details on the state of the player's inventory. This is effective in the event that the player saves a level after already picking up one or more items.

## Format

1. Length, Height
2. [begin level layout]
3. …
4. …
5. [end level layout]
6. Length,Height,Enemy,Type, Direction
7. Length,Height,Door,Type, Requirement
8. Length,Height, Key,Colour
9. Inventory,NoOfItems
10. Item,Qty
11. Item,Qty

## Index of character definitions

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

## Example of a stored level

|  | *[beginning of text file]* |
|---|---|
| **1** | 10,6 |
| **2** | ########G# |
| **3** | ###_____F# |
| **4** | #BD___C__# |
| **5** | ###_____C# |
| **6** | #P_____E# |
| **7** | ########## |
| **8** | 2,3,Door,TokenDoor,4 |
| **9** | 9,5,Enemy,WallHug,Up |
| **10** | Inventory,2 |
| **11** | Token, 2 |
|  | *[end of text file]* |