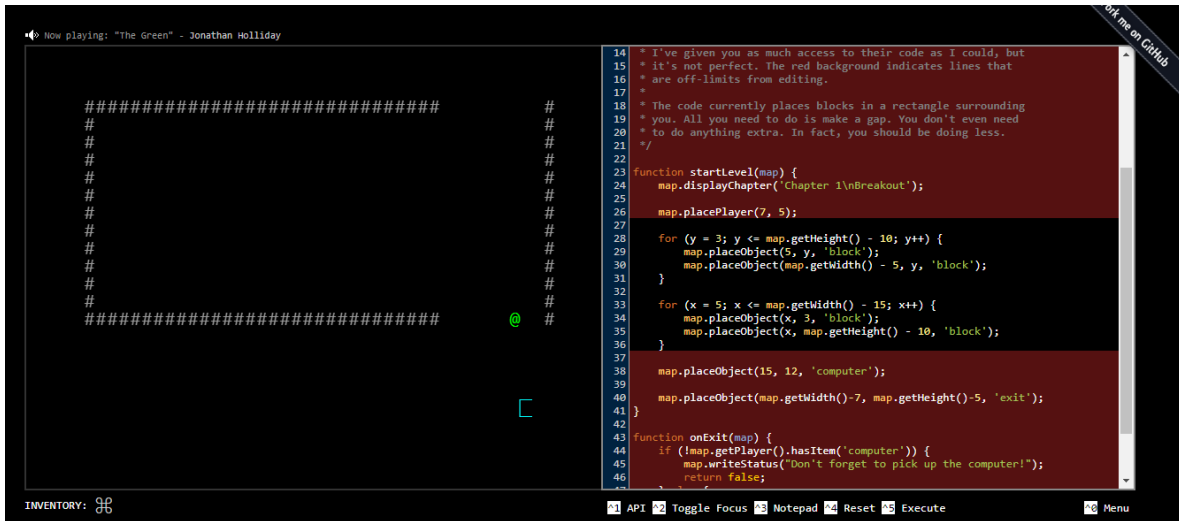
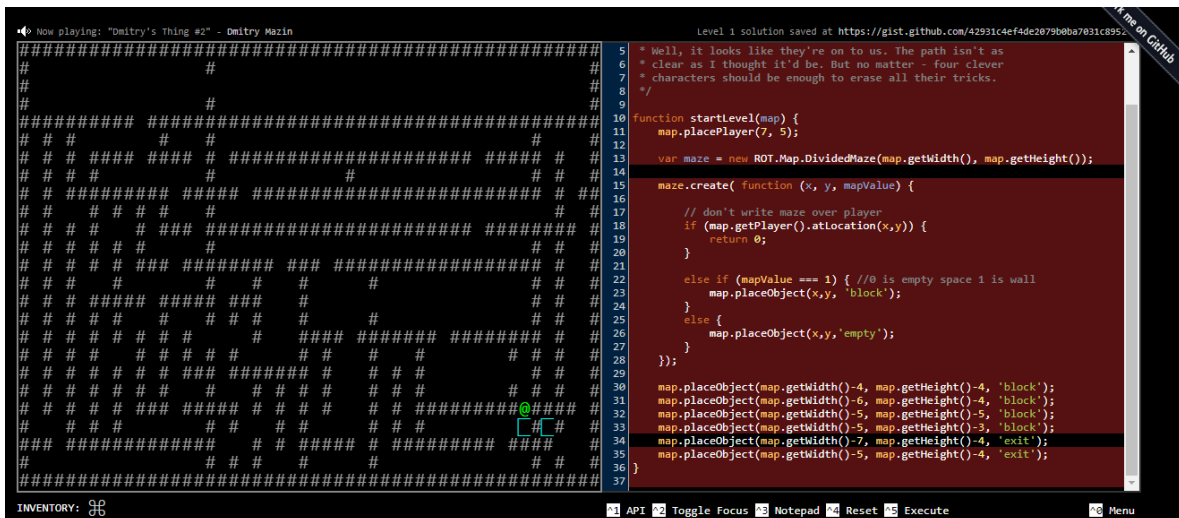


INTRODUCCIÓN



EJERCICIO #1



EJERCICIO 2

Now playing: "Obscure Terrain" - Revolution Void

#####

@

Level 2 solution saved at <https://gist.github.com/569e1aafcebd868dc7e3b9d41588>

```
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() - 5, 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() - 6, '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');
34 }
35
```

INVENTORY:

API Toggle Focus Notepad Reset Execute Menu

EJERCICIO #3

Now playing: "Coming soon" - Fex

#####

@

Level 3 solution saved at <https://gist.github.com/62af8c8c7dc5d9228752461a9e0>

```
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   map.placePlayer(map.getWidth()-5, map.getHeight()-4);
16
17   for (y = 7; y <= map.getHeight() - 3; y++) {
18     map.placeObject(7, y, 'block');
19     map.placeObject(map.getWidth() - 3, y, 'block');
20   }
21
22   map.placeObject(map.getWidth() - 5, 14, '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
```

INVENTORY:

API Toggle Focus Notepad Reset Execute Menu

EJERCICIO #4

