# Design platform game level.

# Deadline: Thursday 29th Feb @ 3 pm

**Draft: will change**

Use the platform game in Lectures.doc as a starting point.

Change the level data so that the data is shown horizontally in the code, matching what will be on the screen.

Add and goal tile. (level complete when goal is reached)

Add at least 2 more tile types.

Design the level so that it is a playable game. Require the player to have a level of skill to pass the level.

Only use rectangles!