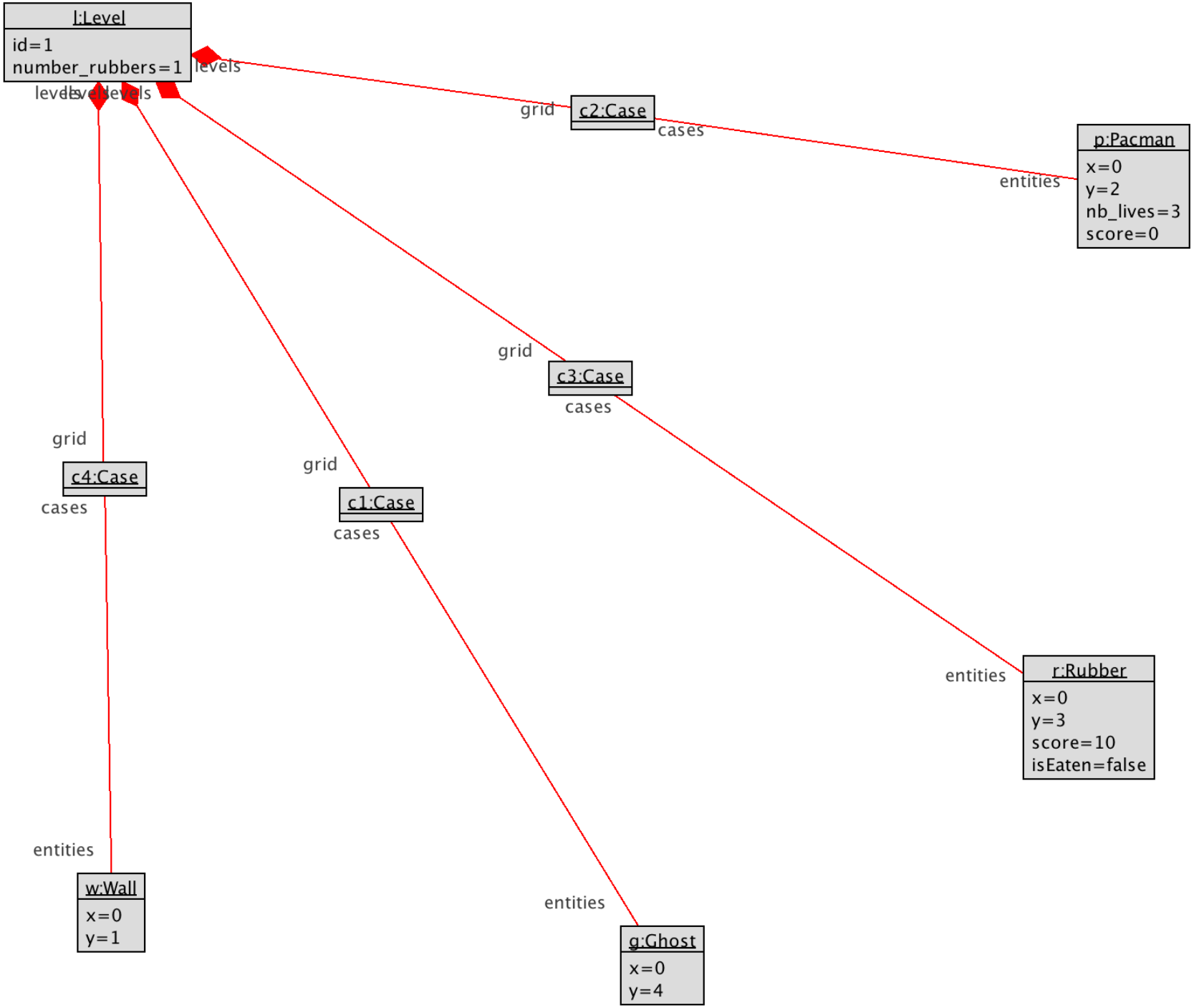
l:Level
id=1
number_rubbers=1
levels
levels
levels
levels
grid
c2:Case
cases
p:Pacman
x=0
y=2
nb_lives=3
score=0
entities
grid
c3:Case
cases
entities
r:Rubber
x=0
y=3
score=10
isEaten=false
grid
c4:Case
cases
entities
w:Wall
x=0
y=1
grid
c1:Case
cases
entities
g:Ghost
x=0
y=4