

Keyboard key index

This index is used in the graphical and the entity Interface.

| Entity Type | Description | index number |
|-------------|--|--------------|
| PLAYER_1 | The player type 1 entity. | 0 |
| PLAYER_2 | The player type 2 entity. | 1 |
| PLAYER_3 | The player type 3 entity. | 2 |
| ENEMY_1 | The enemy type 1 entity. | 3 |
| ENEMY_2 | The enemy type 2 entity. | 4 |
| ENEMY_3 | The enemy type 3 entity. | 5 |
| WALL_1 | The wall type 1 entity. | 6 |
| WALL_2 | The wall type 2 entity. | 7 |
| WALL_3 | The wall type 3 entity. | 8 |
| WALL_4 | The wall type 4 entity. | 9 |
| FLOOR | The floor type entity. | 10 |
| BONUS_1 | The bonus/colletible type 1 entity. | 11 |
| BONUS_2 | The bonus/colletible type 2 entity. | 12 |
| BONUS_3 | The bonus/colletible type 3 entity. | 13 |
| PROJECTILE | The projectile type entity. (Not handled) | 14 |
| MAP | The map defining the scale and origin entity. (Not handled) | 15 |
| BACKGROUND | The background type entity. (Not handled) | 16 |
| GAME_WON | The game victory message type entity. (Not handled) | 17 |
| GAME_LOST | The game defeat message type entity. (Not handled) | 18 |
| TITLEMENU | The title menu type entity. (Not handled) | 19 |
| TITLEGAME | The title game type entity. (Not handled) | 20 |
| ERROR | The error type entity. | 21 |
| BULLET | The projectile type entity. | 22 |