

## CRT 360: Advanced Prototyping

# GamePad Level Template

Level is 320 x 240 pixels in total. Each tile is 20 x 20 pixels. There are 16 x 12 tiles per level.

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
2	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
3	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63
4	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79
5	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
6	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111
7	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
8	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
9	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
10	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
11	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191

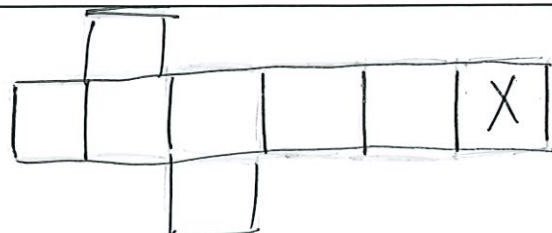
Metal Detector Gauge

Level Name

Henry's Pawn Shop

Notes

Starting Room of the game, and where Barry goes to offload his body. Henry has upgrades to your metal detector, a ticket out of Sandwater, and other important items for sale.



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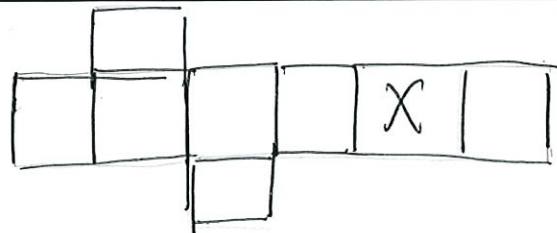
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10	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
11	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191

### Level Name

Sandwater Public Beach

### Notes

First beach you go to. All the items you'd expect to find here: Cans, watches, rings, and loose change. And a dog.





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10	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
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Level Name

Sandwater Public Dumping Ground

Notes

Right next to the beach, scenic right? Lots of trash, but you know what they say...

