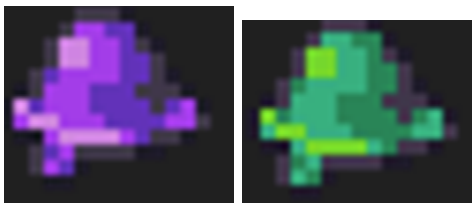
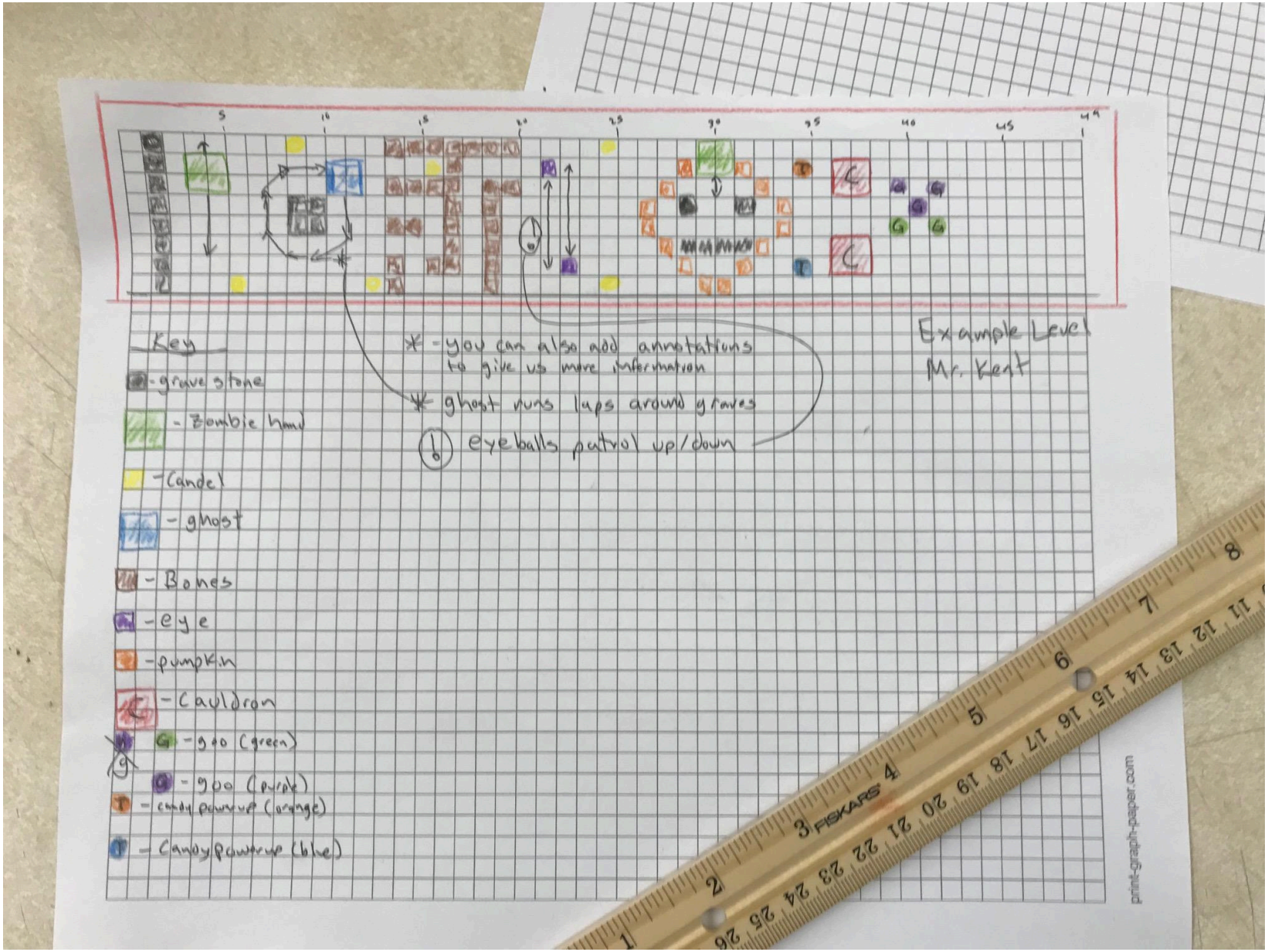
For the Halloween Game we design the level to slowly scroll across the screen. This mimics the feel that the player is moving across the level, and simplifies our player control code.

For the design we will use graph paper to represent the level. The height should be 8 or 9 squares tall, and the length can be however long we want the level, but for now we will limit between 50 to 100 squares across..

Please Draw a RED Border around the Level Design. This allows more than one to be placed on a piece of graph paper. Also write the level name and author(s)/designer(s) names. Use the Map Legend/Color Key Chart to design the level.

Map Legend / Color Key Chart		
Key Color	Level Item/Tile	Image
Black 1 square	Grave Stones (player cannot walk through)	
Green 2x2 squares Plus arrows to show how they move	Zombie Hand (this moves back and forth to attack the player)	
Blue 2x2 squares Plus arrows to show how they move	Ghost (this moves back and forth to attack the player)	
Brown 1 square	Bone (player cannot walk through)	
Purple 1 square Plus arrows to show how they move	Eye (this moves back and forth to attack the player)	

Yellow 1 square	Candle (Level Decoration)	
Orange 1 square	Pumpkin/ Jack-o-Lantern (player cannot walk through)	
Letter C +color not used yet 2x2	Cauldron (player cannot walk through)	
Letter G +color 1 square	Goo Slows Player	
Letter T +color 1 square	Candy Power-Up (player walks through to pick up)	


Example Level
Mr. Kent
Key
- grave stone
- Zombie hand
- Candel
- ghost
- Bones
- eye
- pumpkin
- Cauldron
G - goo (green)
- goo (purple)
- candy powerup (orange)
- Candy Powerup (blue)
* - you can also add annotations to give us more information
* ghost runs laps around graves
(!) eyeballs patrol up/down
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