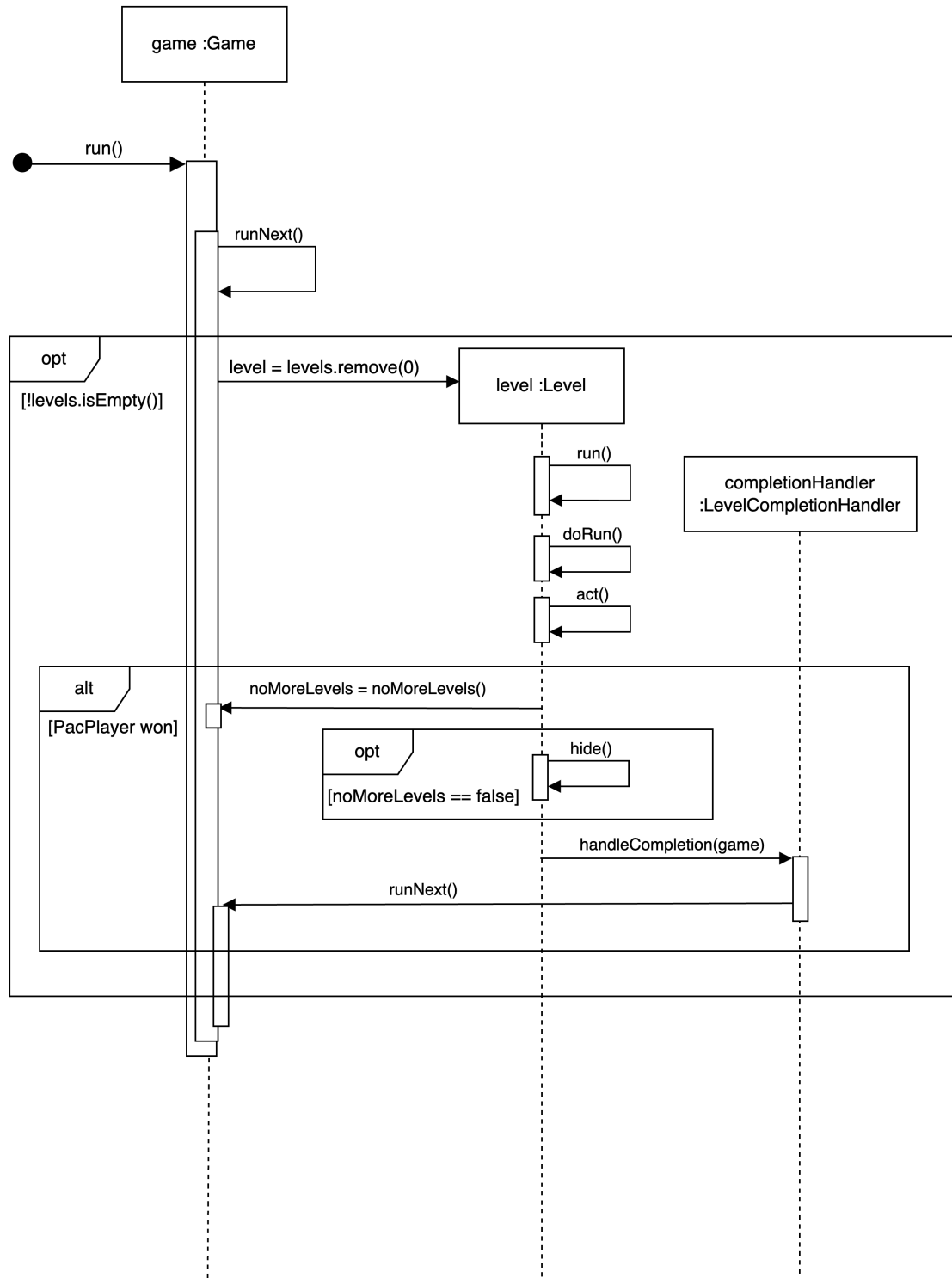


Using a completion handler to handle level boundaries



`runNext()` repeats until there are no more levels left in the game (i.e. like a while loop, but the "opt" box better reproduces the actual procedure implemented).