|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Line 1 (2) | Width in pixels | Height in pixels |  |  |  |  |
| Line 2 (1) | Background image |  |  |  |  |  |
| Line 3 (6) | Normal ship image | Bottom thrusters | Left thrusters | Right thrusters | Ship landed | Ship crashed |
| Line 4 (2) | Horizontal distance, ship center to edge of thrusters | Vertical distance, ship center of bottom edge of thrusters |  |  |  |  |
| Line 5 (2) | Ship starting x | Ship starting y |  |  |  |  |
| Line 6 (1) | Starting fuel |  |  |  |  |  |
| Line 7 (1) | Gravity term |  |  |  |  |  |
| Line 8 (1) | Maximum survivable velocity |  |  |  |  |  |
| Line 9 (1) | Thrust amount |  |  |  |  |  |
| Line 10 (2) | Landing pad x center | Distance from center of landing pad to edge |  |  |  |  |

Command line required to execute:

**java Game<assets/level0.txt**