

GAME LEVEL SAVE SCHEME

Level Dimensions

All level dimensions are either 30x20 Tiles (at 32px per tile, this is a total size of 960x640).

Level Terrain

“Bitmap” level terrain as an int value. No spaces. New rows indicated by new line (“\n”).

Key:

0 : Air

1 : Ground

2 : Lava

Example:

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Game Actors

Game “Actors” and important objects are listed with coordinate values. This is in the format of Name(x,y)(x,y)(x,y) for as many duplicates of the object as exist. Each new object is on a new line.

Example:

Coin(10,25)(30,31)(31,31)

Enemy(10,26)(5,10)

- PlayerSpawn (1)
- Enemy (0-n)
- Coin (0-n)
- Exit (1)
- Trap (0-n)

Coin (0-n)

Exit (1)

Trap (0-n)

[illegible]