**Game Functions**

**setBackground(x)** – Sets the background to the image in the file path x.

**setGravity(**true or false**)** – Turns on gravity if true, turns gravity off if false

**setFullscreen()** – Sets the game from windowed mode to full screen, or vice versa.

**onPlayerDie()** – Calls the game over screen

**onLevelEnd()** – Loads the next level if there is one

**hasNextLevel()** – Returns true if there is another level after the current one.

**Player Functions**

**setPlayerPos(player, x, y)** – Sets the player’s position to the given x and y coordinate.

**onDamage(player, x)** – Knocks the player in the opposite direction of travel and subtracts x for the players health.

**setWalk(player, x)** – Set’s the players walking speed. Default value is 200.

**setJump(player, x)** – Set’s the force of the player’s jump. Default value is 500.

**setAccel(player, x)** – Sets the player’s acceleration. Default value is 1400.

**getHealth(player) –** Gets the player’s current health.

**isDead(player)** – Returns true if the player’s health is at or below 0.

**setHealth(player, x)** – Makes the player’s current health equal to x. Health caps at its maximum, so if you use setHealth(105) but your max is 100, your health will default to 100.

**addHealth(player, x)** – Adds x to your current health, capping at 100.

**subHealth(player, x)** – Subtracts x from your current health.

**drawScore(player, x, y)** – Put the player’s score on x and y one the screen.

**setMaxFall(player, x) –** Sets the players maximum fall speed (terminal velocity).

**setUp(player, x)** – Sets the players “up” or jump” button to x. When assigning buttons, x should be a character value, so to set up to u for example: setUp(player, ‘u’).

**setDown(player, x) -** Sets the player’s down button

**setLeft(player, x)** – Sets the player’s left button.

**setRight(player, x)** – Sets the player’s right button.

**setName(player, name)**  - Set’s the player’s name in the game.

**drawScore(player, x, y)** – Draw’s the player’s score to the given x and y coordinate.

**Special Tile Functions**

**addDamageTile(tileNumber, damage)** – Makes the tileNumber a tile that damages you by damage.

**getDamage(index)** – Gets the amount of damage that tile number index does.

**addPointTile(tileNumber, points)** – Makes the given tile increase your score by points.

**getPoints(index)** – Returns the number of points a tile is worth.

**addNoCollisionTile(tileNumber)** – Makes the given tile non-collidable.