

Now playing: "The Waves Call Her Name" - Sycamore Drive

```
> run 09_fordingTheRiver.jsx

##@##
```

The screenshot shows a game development interface. At the top, there's a header bar with a play button, song title, and volume control. Below it is a terminal window with the command > run 09\_fordingTheRiver.jsx. The main area is divided into two sections: a 2D map editor on the left showing a blue grid with some brown and white blocks, and a code editor on the right. The code is written in JavaScript and defines a map object with various properties like 'water' and 'block', and methods like 'defineObject' and 'placeObject'. It also includes a validation function validateLevel.

```
25 });
26
27 map.defineObject('water', {
28   'symbol': '■',
29   'color': '#44F',
30   'onCollision': function (player) {
31     player.killedBy('drowning in deep dark water');
32   }
33 });
34
35 for (var x = 0; x < map.getWidth(); x++) {
36   for (var y = 5; y < 15; y++) {
37     map.placeObject(x, y, 'water');
38   }
39 }
40
41 map.placeObject(20, 5, 'raft');
42 map.placeObject(0, 2, 'exit');
43 map.placeObject(0, 1, 'block');
44 map.placeObject(1, 1, 'block');
45 map.placeObject(0, 3, 'block');
46 map.placeObject(1, 3, 'block');
47
48
49
50
51 }
52
53 function validateLevel(map) {
54   map.validateExactlyXManyObjects(1, 'exit');
55   map.validateExactlyXManyObjects(1, 'raft');
56 }
```

Now playing: "The Waves Call Her Name" - Sycamore Drive

```
##@##
```

This is another screenshot of the same game development environment. The layout is identical, with a terminal at the top, a map editor in the middle-left, and a code editor in the middle-right. The code is the same as the first screenshot, defining a map with objects like water, exit, and raft, and a validation function validateLevel.

```
25 });
26
27 map.defineObject('water', {
28   'symbol': '■',
29   'color': '#44F',
30   'onCollision': function (player) {
31     player.killedBy('drowning in deep dark water');
32   }
33 });
34
35 for (var x = 0; x < map.getWidth(); x++) {
36   for (var y = 5; y < 15; y++) {
37     map.placeObject(x, y, 'water');
38   }
39 }
40
41 map.placeObject(20, 5, 'raft');
42 map.placeObject(0, 2, 'exit');
43 map.placeObject(0, 1, 'block');
44 map.placeObject(1, 1, 'block');
45 map.placeObject(0, 3, 'block');
46 map.placeObject(1, 3, 'block');
47
48
49
50
51 }
52
53 function validateLevel(map) {
54   map.validateExactlyXManyObjects(1, 'exit');
55   map.validateExactlyXManyObjects(1, 'raft');
56 }
```