```
> run 09_fordingTheRiver.jsx


##

##
```

```
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 }
57
```

INVENTORY: ⌘ 📷

^1 API ^2 Toggle Focus ^3 Notepad ^4 Reset ^5 Execute Q Phone   ^0 Menu

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