

Create a copy from the original sheet at <https://docs.google.com/spreadsheets/d/1EV4iblqoFD6OC5LvyPp5-TvpXGSKZyCJ4YwYzdD67Qw>

Edit the levels and by editing the leveltexts edit the story.

The levels will be sorted by name. this is case sensitive.

The easiest way to test your newly edited level is to name it like aaaa so it will be loaded first.

When you have finished the level, name it like level1 etc.

For publishing your levels use the cloud button as explained at the start of the game.

“when you are done, hit the cloud button. the current sheet-id will appear in the address bar. replace it with your sheet-id and share the url with your game to the world. little pete will now load your sheet with your story and your levels.”

	A	B	C	D	E	F	G	H	I	J
1	0	1	2	3	4	5	6	7	8	9
2	0	1	2	3	4	5	6	7	8	9
3	levelname	log ride								
4	levelpoints	100								
5	playerentrycol	2								
6	playerexitcol	6								
7	levelcharacter	grassair								
8	leveltext	Hurry up!# Mrs.Weiland on the you'll see.								
9	boardbegin				1					
10	rowtype	bumpgroun	bumpair	bumpwood	stones	coins	lives			
11	grass				1.0					
12	water	t								
13	grass				1.0					
14	water		t							
15	grass				1.0		x			
16	street		t							
17	water				-2.0			x		
18	grass								x	
19	water					-2.0				
20	grass									
21	water									
22	grass				1.0					
23	boardend									

Row 1, Row 2 must have values to the end of the data below you want to be read by the json parser.

levelname	name of the level
levelpoints	points the player gets after finishing the level
playerentrycol	column for the player to begin
playerexitcol	column for the exit / house
levelcharacter	Name of the character to be shown at pause / init Can be: player, grassair, grassground, streetair,streetground,waterair, waterground, coins, wood, power, stones, house
leveltext	Text to be shown at pause / init # will create a new <P> paragraph at injection Html tags can be used
boardbeginn	Tells the parser the board begins
boardend	Tells the parser the board ends

Board

ground, air, wood, stones, coins, lives represent one column, and are repeated for each column

rowtype	bumpground	bumpair	bumpwood	ground	air	wood	stones	coins	lives
Tells the parser which kind of row has to be created Can be: Street, grass, water	Do the ground enemies bump on border, stones, another enemy? Default is false, use t for true	Do the air enemies bump on border, stones, another enemy? Default is false, use t for true	Do the logs/wood bump on border, stones, another enemy? Default is false, use t for true	Init's ground enemy for the row type with the given speed Use negative values for moving rightwards, positive for leftwards	Init's air enemy for the row type with the given speed Use negative values for moving rightwards, positive for leftwards	Init's logs /wood with the given speed Use negative values for moving rightwards, positive for leftwards works on water rows only	using x places a stone / rock	using x places a coin	places a live up item