## Puma Of Perth Road - Code Design

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## **Level Explanation**

My game doesn't use a conventional levelling system so it is hard to define these levels in a conventional way. However, there is still clear progression paths that can be taken or not taken so these paths will be outlined here. I will outline the base path that all users must take through the game then I will outline all desicions that must be made by the user and the effect they will have.