The plan for a small example level looks like below.  
Explanation  
 - periods (.) are empty space  
 - hash character (#) represents walls,  
 - plus signs (+) are lava  
 - the at sign (@) marks the players starting position  
 - Every 'o' character is a coin  
 - the equal sign (=) at the top represents a block of lava that is  
 moving back and forth.  
 - the pipe character (|) create a vertically moving blob  
 - the v character (v) indicates dripping lava.  
  
Designen för en liten bana ser ut som nedan.  
Förklaring  
 - punkter (.) representerar tom yta  
 - hash (#) representerar väggar  
 - plus tecknet (+) representerar lava  
 - at tecknet (@) representerar spelarens startposition  
 - bokstaven o representerar ett mynt  
 - lika med tecknet (=) representerar en bit lava som rör sig fram  
 och tillbaka  
 - 'pipe' tecknet (|) representerar en vägg/bricka/golv som rör sig  
 upp och ner  
 - bokstaven v representerar droppande lava.

Exempel på enkel bana  
var simpleLevelPlan = `  
......................  
..#................#..  
..#..............=.#..  
..#.........o.o....#..  
..#.@......#####...#..  
..#####............#..  
......#++++++++++++#..  
......##############..  
......................`;//width 22 and height 9