

1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	
1	3	0	0	0	0	0	0	0	5	3	0	0	0	0	0	0	0	0	
1	0	0	0	0	0	0	0	0	5	0	0	0	0	1	1	1	0	1	
1	0	1	0	0	0	0	0	0	5	0	0	0	0	1	1	1	0	1	
1	0	1	0	0	0	0	1	1	1	1	6	1	1	1	1	1	0	1	
1	0	1	0	0	0	0	0	0	1	0	0	0	1	2	2	2	2	1	
1	10	1	0	0	0	0	0	0	1	10	0	0	1	2	2	2	2	1	
1	6	1	0	0	0	0	0	0	1	0	0	0	1	2	2	2	2	1	
1	0	5	0	0	0	0	0	0	1	0	0	0	1	2	2	2	2	1	
1	0	5	0	0	0	0	0	0	1	0	0	0	1	2	2	2	2	1	
1	0	1	0	0	0	0	0	0	1	0	0	0	1	2	2	2	2	1	
1	0	1	0	0	0	2	2	2	2	2	0	0	0	1	2	2	2	1	
1	0	1	0	0	0	2	2	2	2	2	0	0	0	1	2	2	2	1	
1	0	1	2	2	2	2	2	2	2	2	0	0	0	1	0	0	0	1	
1	0	1	2	2	2	2	2	2	2	2	0	0	0	0	0	0	0	1	
1	0	1	2	2	2	2	2	2	2	2	0	0	0	0	0	0	10	0	1
1	0	1	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	2	1
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	1
1	0	0	0	0	1	1	1	1	1	1	0	1	0	1	1	1	1	2	1
1	0	10	0	0	0	0	0	0	0	1	0	1	0	1	0	0	0	0	1
1	0	1	0	1	1	1	1	1	1	1	0	1	0	1	0	1	1	0	1
1	0	1	0	5	0	5	0	6	0	6	0	1	0	1	0	2	2	0	1
1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	2	2	0	1
1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	2	2	0	1
1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	1	0	1
1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	0	0	0	1
1	0	1	0	6	0	6	0	5	0	5	0	1	0	0	0	0	0	10	1
1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10	1
0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

Map One

Simple Corridors
Wide Open Areas tracked with Mud
Two Enemies
Little Amounts of Map Variance

EASY

1	1	1	1	1	1	0	0	0	0	0	0	7	0	7	0	0	0	0	
1	1	1	1	1	1	7	0	0	7	0	7	0	7	0	7	0	1	1	2
1	1	1	1	1	1	0	0	7	0	0	1	2	1	1	1	1	2	1	2
1	1	1	1	1	1	0	7	0	0	1	2	2	2	2	2	2	2	1	2
1	1	1	1	1	1	7	0	0	1	2	2	2	1	1	1	1	2	1	2
1	1	1	1	1	1	0	0	1	0	0	1	2	2	2	2	2	2	1	2
1	1	0	7	7	0	0	1	0	0	3	1	0	1	1	1	1	0	1	2
1	1	0	0	0	0	1	0	0	1	1	1	0	1	1	1	1	0	1	2
1	1	7	7	0	0	5	0	0	0	10	0	0	1	1	1	1	0	1	2
1	1	0	0	0	0	5	0	7	7	7	0	0	1	1	1	1	0	1	2
1	1	0	7	7	0	1	0	7	0	7	7	0	0	0	0	0	0	1	2
1	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	2
1	1	0	0	1	2	2	2	2	2	2	2	2	1	1	1	1	0	1	2
10	0	0	1	3	2	2	2	2	2	2	2	2	1	1	1	1	0	1	2
0	0	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	0	1	2
0	6	0	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	1	2
0	6	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	0	1	2
2	1	1	1	2	1	0	0	0	0	0	0	0	0	0	0	0	10	1	2
2	0	0	1	2	1	0	1	1	1	1	1	1	1	1	1	1	1	1	2
2	1	0	1	2	1	0	0	0	0	0	0	0	0	0	0	0	0	1	2
2	1	0	1	2	1	0	1	1	1	1	1	1	1	1	0	1	0	1	2
2	1	1	1	2	1	0	6	0	6	0	0	0	1	0	0	1	0	1	2
2	2	2	2	2	0	0	1	0	1	0	0	0	1	0	0	1	0	1	2
1	1	1	1	1	1	0	1	0	1	0	0	0	1	5	5	1	6	1	2
0	0	0	0	0	0	1	0	1	0	0	0	1	0	0	1	0	1	0	2
6	6	1	1	1	1	0	1	0	1	0	0	0	1	0	0	1	0	1	2
0	0	0	0	1	0	0	1	0	1	0	0	0	0	0	0	0	0	1	2
1	0	10	0	1	1	0	1	0	1	1	1	1	1	1	1	1	0	1	2
0	0	1	0	5	0	0	1	0	1	0	0	1	0	0	0	0	10	6	2
0	0	1	0	5	0	0	5	0	5	0	0	1	3	1	1	1	1	1	1

10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	1	0	1	1	6	1	1	5	1	1	6	1	1	5	1	1	6	1	1

Map Two

Tighter Corridors, better stealth
Three Enemies
More Varying Walls that can block off entire routes forcing a backtrack
A long cheaty mud corridor to discover on the right side

MEDIUM

1	1	0	1	1	5	1	1	6	1	1	5	1	1	6	1	1	5	1	1	
10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1	
1	10	0	0	0	0	0	0	10	1	1	10	0	0	0	0	0	10	1	1	
1	0	1	1	3	3	1	1	0	1	1	0	1	1	1	1	1	0	1	1	
1	0	1	1	1	1	1	1	0	1	1	0	1	1	1	1	1	0	1	1	
1	0	0	0	0	0	1	1	0	1	1	6	1	1	1	1	1	5	1	1	
1	1	1	1	0	0	1	1	0	1	1	0	0	0	0	0	0	0	1	1	
1	1	1	1	0	0	1	1	0	1	1	0	1	1	1	1	1	0	1	1	
1	1	1	1	0	0	1	1	0	1	1	0	1	1	1	1	1	0	1	1	
10	0	0	0	0	0	1	1	0	1	1	0	0	0	0	0	0	0	1	1	
0	1	1	1	5	5	1	1	0	1	1	5	1	1	1	1	1	6	1	1	
0	1	1	1	0	0	1	1	0	1	1	0	1	1	1	1	1	0	1	1	
0	1	1	1	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0	10	
0	1	1	1	0	0	1	1	0	1	1	1	1	1	1	1	1	1	2	2	
0	1	1	1	0	0	0	1	0	1	1	1	1	1	1	1	1	1	2	2	
0	1	1	1	0	0	0	1	0	0	0	0	0	0	0	0	0	0	2	2	
0	1	1	1	0	0	0	1	1	1	1	1	1	1	1	1	1	1	2	2	
0	1	1	1	2	2	2	2	2	2	1	1	1	1	1	1	1	1	2	2	
0	1	1	1	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	2	2
10	0	0	0	2	2	2	2	2	2	2	2	2	2	2	2	2	2	1	2	2
1	1	0	0	0	1	1	1	1	1	1	1	1	2	1	1	1	1	1	2	
1	1	0	0	0	1	1	1	1	1	1	1	1	2	1	1	1	1	1	2	
1	0	0	0	0	0	0	0	0	0	0	0	10	2	2	2	2	2	2	2	
0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	

Map Three

Wide Open Areas, Enemies will detect you faster
Two Enemies that spawn close to base
Varying Walls in the only path out
A lot of mud to slow down the player
Varying Walls meant to trap the player or enemies

HARD

Maze Game

Maze Levels are designed in a CSV file and loaded in game

Enemy States

Wander:

If the player is not seen, wander to any corner of the map

Chase:

If the player is seen, pathfind directly towards the player

Win/Lose Conditions

Lose:

Getting caught by the enemy. Results in a restart of the game

Win:

Reach the end of the level (top right of the maze)

Random Events

Varying Walls:

