|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Variable | Data Type | Format | Number of Bytes | Size for Display | Description | Example |
| Level | Integer |  | 2 | 2 | The current level of your player | 1 |
| rnd | Integer |  | 2 | 2 | Creates a random number between a certain range, this is how damage is decided | 5 |
| return tile | String |  | 10 | 10 | Return Tile determines what type of floor that tile will be | Grass |
| Counter | Integer |  | 2 | 2 | Counter determines how many items can be gained from chest | 5 |
| armour | Integer |  | 3 | 3 | Am | 20 |
| MaxStrength | Integer | 100 | 3 | 3 | This is the max amount of strength that the player can have | 100 |
| Monsters[1] | String |  | 10 | 10 | The involved what enemy is going to appear in a tile | Slime |