LEVELS - ITERATION 2

Each level introduces either game mechanic or tests a KC

Level 1:

File: tutorial2\_lvl1.tmx

What it teaches: Moving/falling/Going to the goal. You can jump on platforms and go through arrows, and there are.

Level 2:

File: tutorial2\_lvl2.tmx

What it teaches: You can delete links, and you can set links.

How to beat: Delete the start link, reconnect the platforms to the start link.

Level 3:

File: tutorial2\_lvl3.tmx

What it teaches: Win conditions and sorting

KC: Insert at the end of the link

Level 4:

File: tutorial2\_lvl4.tmx

What it teaches: Nothing

KC: Delete the head node

Level 5:

File: tutorial2\_lvl5.tmx

What it teaches: Add platform mechanic/Insert at the end of the link.

Level 6:

File: tutorial2\_lvl6.tmx

What it teaches: Nothing

KC: Insert in the middle of the list.

Level 7:

File: tutorial2\_lv7.tmx

What it teaches: Nothing

KC: Insert at the head of a list