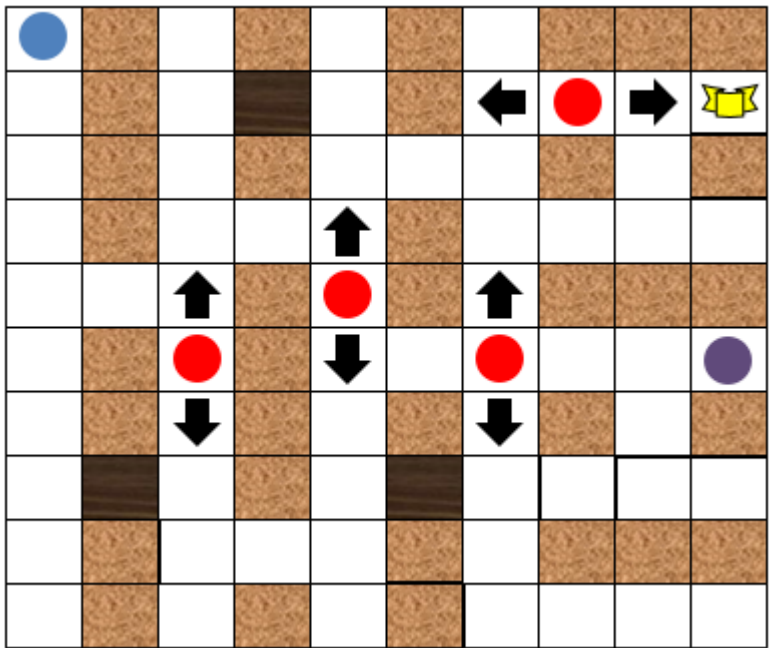
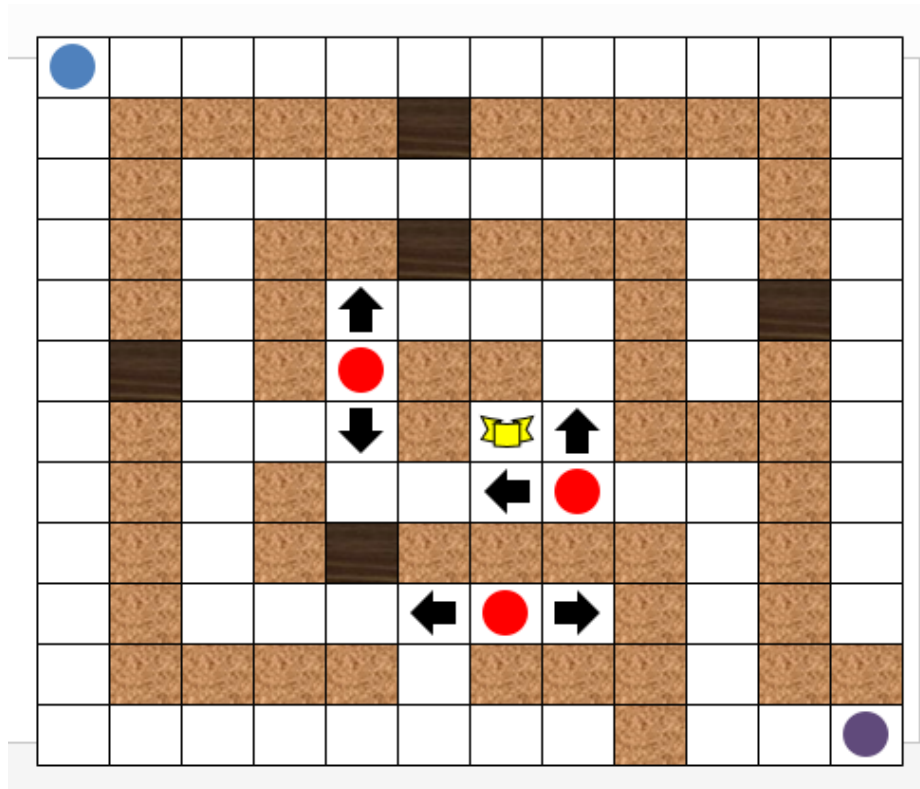


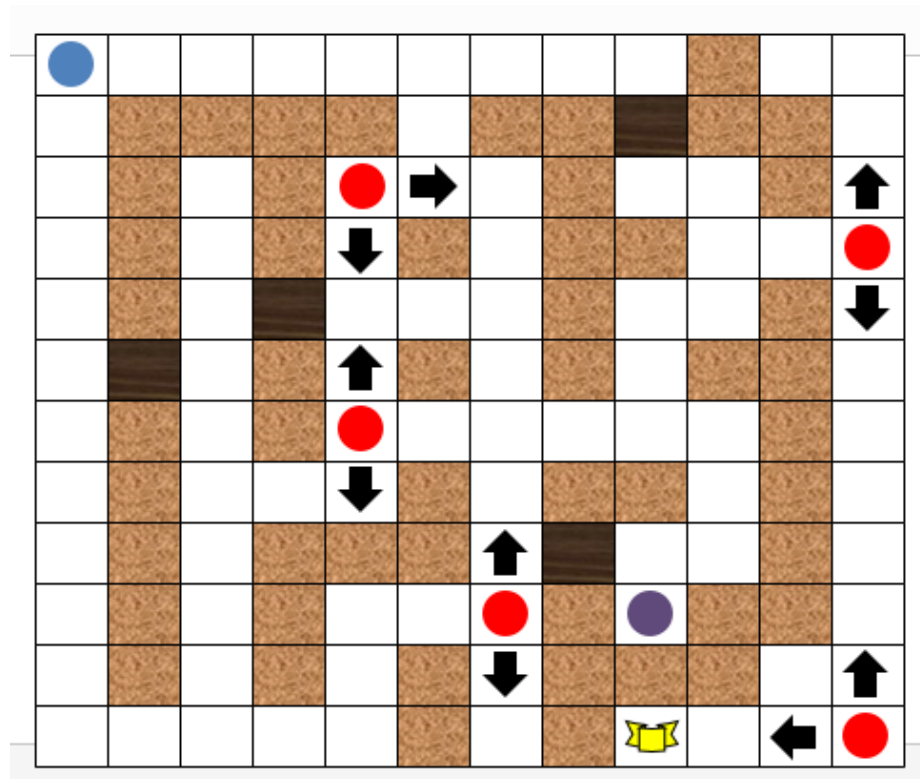
Level 1



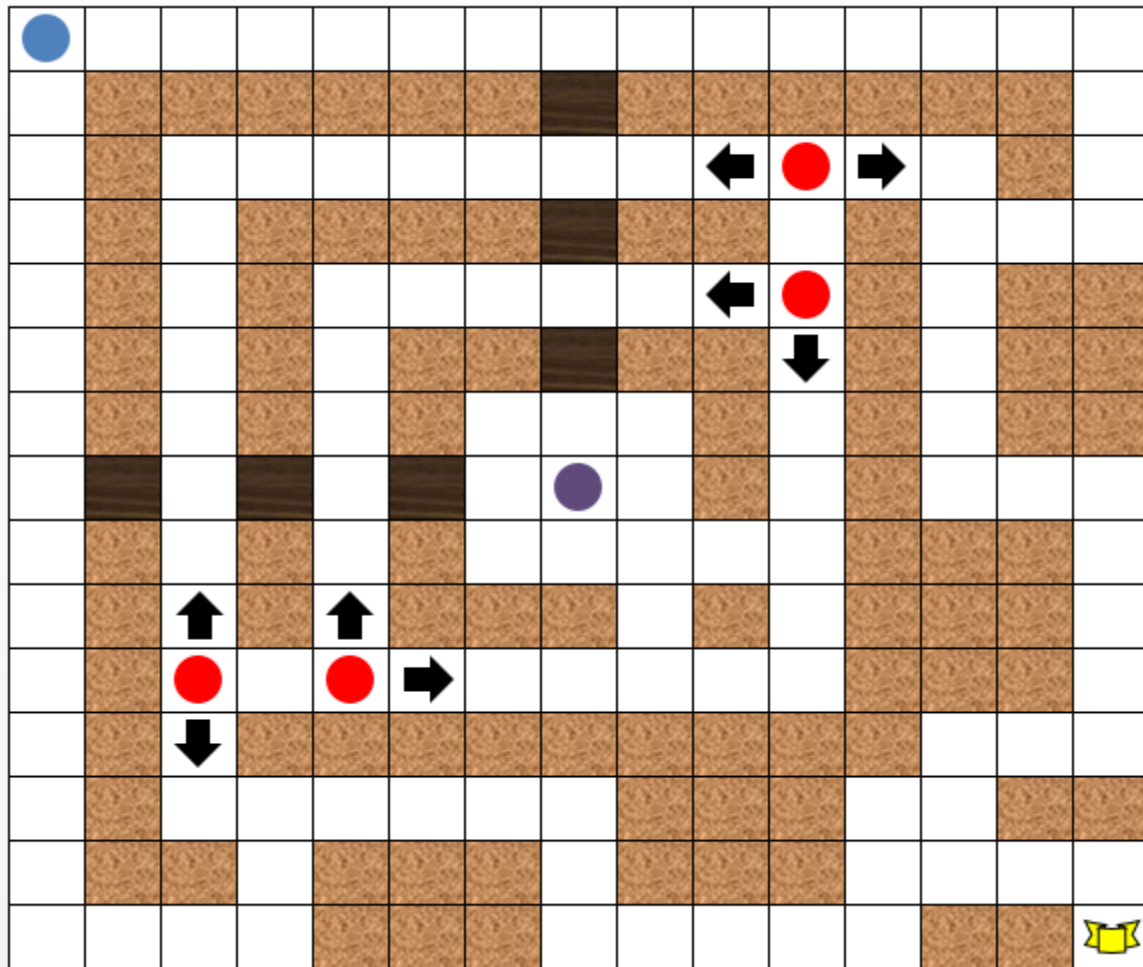
Level 2



Level 3



Level 4



Level 5

Blue dot : Entrance
 Purple dot : Exit
 Red dots : Enemies
 Arrows : Movement direction of the enemies
 Light brown bricks : Wall units
 Dark brown bricks : Doors
 Yellow color banner: Treasure

The basic idea is the character model can obtain the treasure (yellow color banner), and go to the exit of the level without opening any door. A specific amount of score will be deducted for each opened door. To compensate this, the character model will have to take a longer path and meet more enemies on the way for not opening the doors. To make a particular level more complicated, I try to place the treasure in a position that either requires the character model to take a total different path from the path that reaches the exit, or continue searching for the treasure after discovering the exit.

Note that the enemies walk back and forth from a designated position, and there is only a treasure in each level.

The size of the map increases as the level increases:

Level 1, 2 : 10 x 10

Level 3, 4 : 12 x 12

Level 5, 6 : 15 x 15

Level 7, 8 : 18 x 18

Level 9, 10: 20 x 20