

Level file must contain:


World Size: **x**, **y** $\in \mathbb{N} \leq 32767$

Starting position: **xpos**, **ypos** $\in \mathbb{N} \leq 32767$

Camera FOV value: **f** $\in \mathbb{N} \leq 65535$

Next lines contains characters from English alphabet of the length **x** repeated next **y** lines.

Colored background:

.	-	
,	-	
#	-	
@	-	