

Untrusted - a user javascript adv... x

alexnisnevich.github.io/untrusted/

🔍 ⭐ 🏠 📄 📁 📂 📅

Now playing: "The Green" - Jonathan Holliday

#####

#####

@ □

12 \* here. easy peasy.

13 \*

14 \* I've given you as much access to their code as I could, but

15 \* it's not perfect. The red background indicates lines that

16 \* are off-limits from editing.

17 \*

18 \* The code currently places blocks in a rectangle surrounding

19 \* you. All you need to do is make a gap. You don't even need

20 \* to do anything extra. In fact, you should be doing less.

21 \*/

22

23 function startLevel(map) {

24   map.displayChapter('Chapter 1\nBreakout');

25

26   map.placePlayer(7, 5);

27

28   for (y = 500; y <= map.getHeight() - 10; y++) {

29     map.placeObject(5, y, 'block');

30     map.placeObject(map.getWidth() - 5, y, 'block');

31   }

32

33   for (x = 5; x <= map.getWidth() - 5; x++) {

34     map.placeObject(x, 3, 'block');

35     map.placeObject(x, map.getHeight() - 10, 'block');

36   }

37

38   map.placeObject(15, 12, 'computer');

39

40   map.placeObject(map.getWidth()-7, map.getHeight()-5, 'exit');

41 }

42

43 function onExit(map) {

44   if (!map.getPlayer().hasItem('computer')) {

45     map.writeStatus("Don't forget to pick up the computer!");

46   }

47 }

INVENTORY: 88

⌘1 API ⌘2 Toggle Focus ⌘3 Notepad ⌘4 Reset ⌘5 Execute

⌘0 Menu

Interested in using Untrusted commercially?

Send some beer money our way! [Donate](#)

Fork me on GitHub

Untrusted - a user javascript adv. x +

alexnisnevich.github.io/untrusted/

Now playing: "Dmitry's Thing #2" - Dmitry Mazin

Level 1 solution saved at <https://gist.github.com/e4137e883efdd0dce1a0c8005700cef3>

```
6 * clear as I thought it'd be. But no matter - four clever
7 * characters should be enough to erase all their tricks.
8 */
9
10 function startLevel(map) {
11   map.placePlayer(7, 5);
12
13   var maze = new ROT.Map.DividedMaze(map.getWidth(), map.getHeight());
14
15   maze.create( function (x, y, mapValue) {
16
17     // don't write maze over player
18     if (map.getPlayer().atLocation(x,y)) {
19       return 0;
20     }
21
22     else if (mapValue === 1) { //0 is empty space 1 is wall
23       map.placeObject(x,y, 'block');
24     }
25     else {
26       map.placeObject(x,y, 'empty');
27     }
28   });
29
30   map.placeObject(map.getWidth()-4, map.getHeight()-4, 'block');
31   map.placeObject(map.getWidth()-6, map.getHeight()-4, 'block');
32   map.placeObject(map.getWidth()-5, map.getHeight()-5, 'block');
33   map.placeObject(map.getWidth()-5, map.getHeight()-3, 'block');
34   map.placeObject(map.getWidth()-7, map.getHeight()-4, 'exit');
35
36   map.placeObject(map.getWidth()-5, map.getHeight()-4, 'exit');
37 }
38
```

INVENTORY: 88

API Toggle Focus Notepad Reset Execute Menu

Untrusted - a user javascript adv. x +

alexnisnevich.github.io/untrusted/

Now playing: "Obscure Terrain" - Revolution Void

Level 2 solution saved at <https://gist.github.com/6ea042b520c59603dfb9e8a4c4a36f>

```
3 *****
4 *
5 * They're really on to us now! The validateLevel function
6 * has been activated to enforce constraints on what you can
7 * do. In this case, you're not allowed to remove any blocks.
8 *
9 * They're doing all they can to keep you here. But you
10 * can still outsmart them.
11 */
12
13 function startLevel(map) {
14   map.placePlayer(map.getWidth()-7, map.getHeight()-5);
15
16   for (y = 10; y <= map.getHeight() - 3; y++) {
17     map.placeObject(5, y, 'block');
18     map.placeObject(map.getWidth() - 3, y, 'block');
19   }
20
21   for (x = 5; x <= map.getWidth() - 5; x++) {
22     map.placeObject(x, 10, 'block');
23     map.placeObject(x, map.getHeight() - 3, 'block');
24   }
25
26   map.placeObject(7, 5, 'exit');
27 }
28
29 function validateLevel(map) {
30   numBlocks = 2 * (map.getHeight()-13) + 2 * (map.getWidth()-10);
31
32   map.validateAtLeastXObjects(numBlocks, 'block');
33   map.validateExactlyXObjects(1, 'exit');
34 }
35
```

INVENTORY: 88

API Toggle Focus Notepad Reset Execute Menu



Untrusted - a user javascript adv... x

alexnisnevich.github.io/untrusted/


Fork me on GitHub

Now playing: "Dynamic Punctuality" - Dmitry Mazin

Level 6 solution saved at <https://gist.github.com/fff69cb1e27f2cf109f82b9ef866d>

# ##  
# d @  
# ##

```
35 }  
36  
37 map.defineObject('attackDrone', {  
38   'type': 'dynamic',  
39   'symbol': 'd',  
40   'color': 'red',  
41   'onCollision': function (player) {  
42     player.killedBy('an attack drone');  
43   },  
44   'behavior': function (me) {  
45     moveToward(me, 'player');  
46   }  
47 });  
48  
49  
50 map.placePlayer(1, 1);  
51 map.placeObject(map.getWidth()-2, 12, 'attackDrone');  
52 map.placeObject(map.getWidth()-1, 12, 'exit');  
53  
54 map.placeObject(map.getWidth()-1, 11, 'block');  
55 map.placeObject(map.getWidth()-2, 11, 'block');  
56 map.placeObject(map.getWidth()-1, 13, 'block');  
57 map.placeObject(map.getWidth()-2, 13, 'block');  
58 map.placeObject(map.getWidth()-6, 11, 'block');  
59 map.placeObject(map.getWidth()-7, 12, 'block');  
60 map.placeObject(map.getWidth()-6, 13, 'block');  
61  
62  
63 }  
64  
65 function validateLevel(map) {  
66   map.validateExactlyXYManyObjects(1, 'exit');  
67 }
```

INVENTORY: 

API Toggle Focus Notepad Reset Execute Menu

[Interested in using Untrusted commercially?](#)

Send some beer money our way? [Donate](#)