Hello, this document is about the API + the levels setting.

API:

In file name api.js, you will find three functions that would be called from the game.

* function new\_level(level\_number) // when player start new level.
* function level\_completed(level\_number, player\_score) // when play completed level
* function close\_level(level\_number) // when player, close level before completed it.

level\_number is number between 0 to 19, number 0 mean the first level (level 1)

In addition, these functions will be empty; you can use them for any purpose you see fit for the scoreboard

The levels setting:

this is not about backend job, but you can change some rules of each level in the game.  
I left all details in levels.js