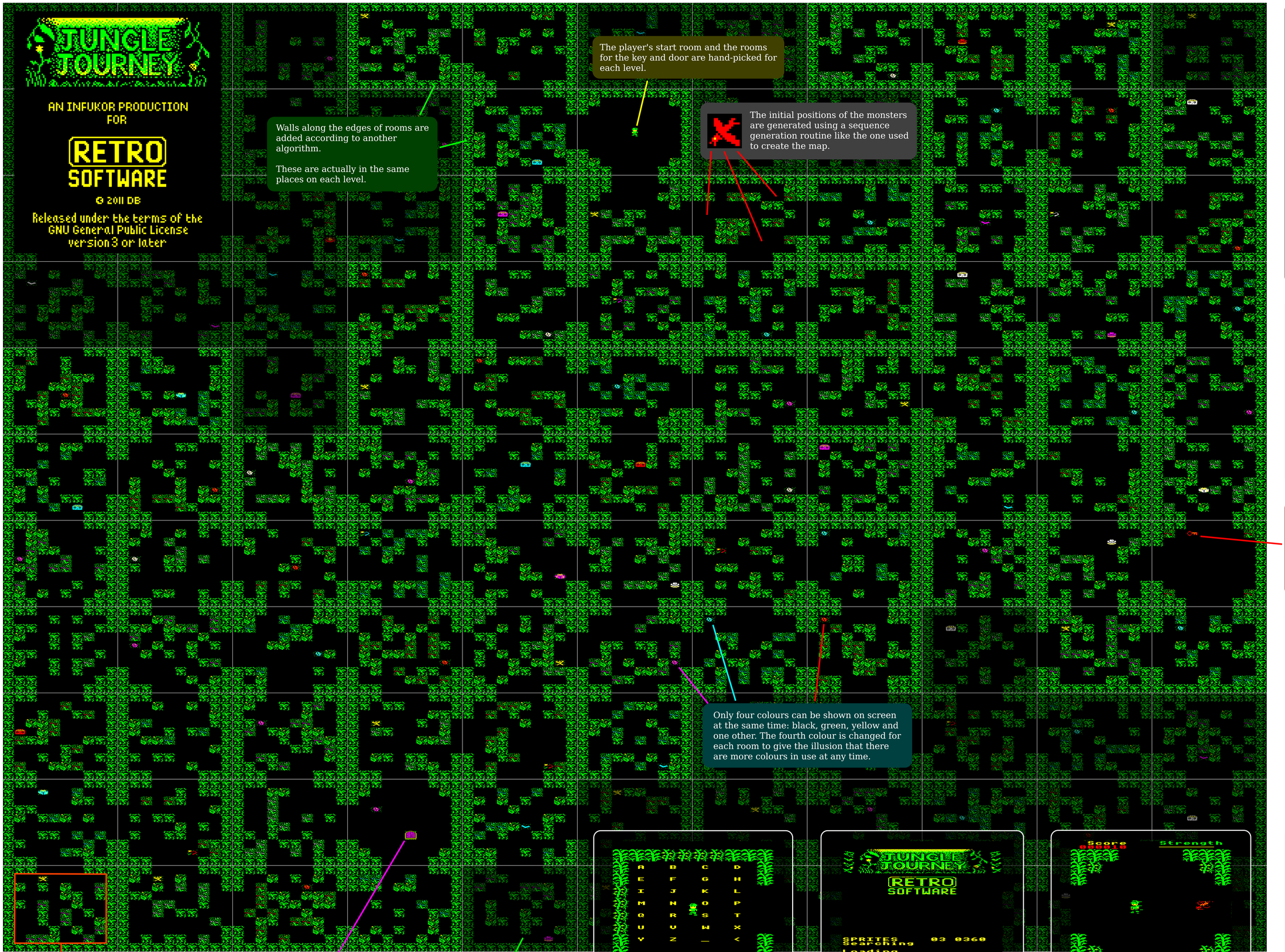
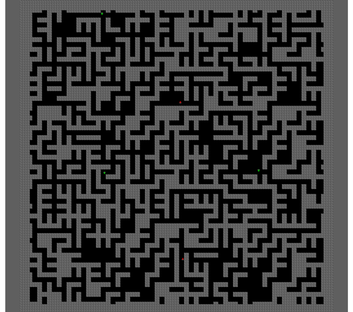




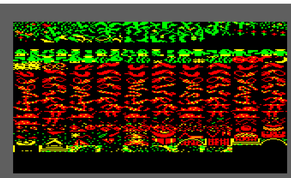
Initial experiments involved a maze generation program that creates a grid of rooms whose characteristics depend only on the position in the grid and a seed value.

This could be used in a game!

The jungle consists of a grid of rooms containing monsters that materialise and items to collect.

The key must be collected before the player can leave the level. Items like keys are present in each room.

An array of 121 elements keeps track of which kind of item is found in each room. These are cleared when the player collects the items.



The screen mode stores 4 pixels per byte. The size of a sprite is width*height/4.

Piece of scenery: (16*24)/4=96 bytes
Player: (8*24)/4=48 bytes per frame
Monster: (16*16)/4=64 bytes per frame

All sprites together use 5600 bytes.

With all the hard work done, some bonus items could be produced. This decorative QR code should lead to more information about the game and how it was made.