



Game Level Specifications

Measurements are in pixels

Initial Visible Area:	Width: 1024 Height: 768
Base Platform	Width: <i>Variable</i> Height: 68
Small Platform	Width: 200 Height: 45
Coin	Width: 48 Height: 48
Flag	Width: 67 Height: 71
Character	Width: 68 Height: 100
<i>The values below are based on the default speed and jump height settings of the game. If the speed and jump height settings are modified, these values will no longer be valid.</i>	
Minimum Ceiling Height	Ceiling Height: 75 or more If a ceiling is lower than this distance away from a floor, the character won't be able to slide under it.
Maximum Jump Distance	Gap Width: 200 or less If the gap is larger than this, the character won't be able to make the jump.
Maximum Jump Height	Height: 120 or less If a platform is further up than this, the character won't be able to make the jump.