

TRAINING LEVEL 1

Alan Wiederaman
TACTICAL NINJA
ASSAULT

	1	2	3	4	5	6	7	8	9	10	11	12
1	x	x	x	x	x	x	x	x	x	x	x	x
2	x							x				x
3	x							x				x
4	x		↑ R					x				x
5	x							x				x
6	x											x
7	x		G→				→			◇		x
8	x											x
9	x							x	x			x
10	x		B→						x			x
11	x							x	x			x
12	x	x	x	x	x	x	x	x	x	x	x	x

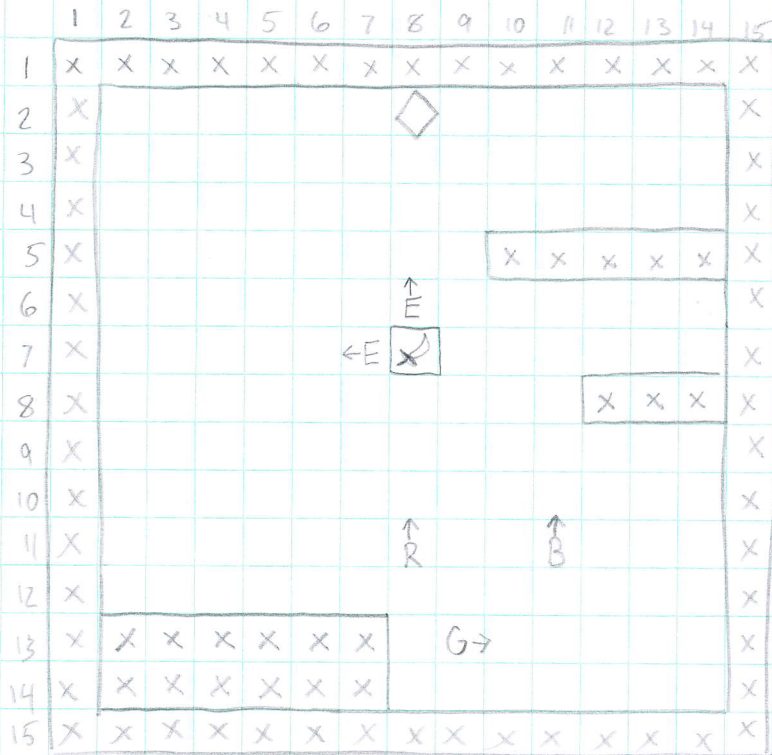
- ⊠ = Wall
- ↑ = Red Ninja (facing North)
- G→ = Green Ninja (facing East)
- B→ = Blue Ninja (facing East)
- ◇ = Goal
- = Redirection Tile (East)

MOTIVATION

- Introduce basic movement rules.
 - Ninjas move forward. If a wall is in the next grid node, turn right 90 degrees and continue.
 - If there's a wall ahead and to the right, turn 180 degrees and continue.
- Introduce Redirection Tiles
 - If Ninja steps on Redirection Tile, immediately faces that direction and continues moving forward.

TRAINING LEVEL 2

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ASSAULT



⊗ = Wall

↑
R = Red Ninja (North)

G→ = Green Ninja (East)

↑
B = Blue Ninja (North)

E = Enemy

⊗ = Attack Tile

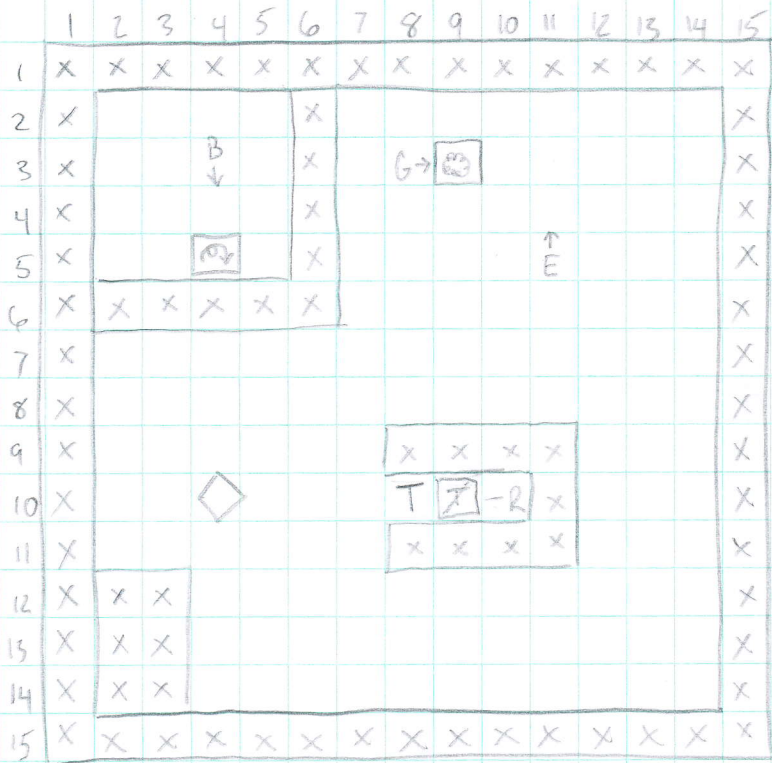
◇ = Goal

MOTIVATION

- Introduce enemies
- Introduce Attack Tile
 - IF Ninja is on Attack Tile, will perform attack.
 - Direction of attack depends on Ninja's current direction.
 - Ninja will still perform attack even if enemy is already dead.

TRAINING LEVEL 3

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TACTICAL NINJA
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X = Wall

←R = Red Ninja (West)

G→ = Green Ninja (East)

B↓ = Blue Ninja (South)

E = Enemy

T = Trap

⊠ = Disarm Trap (Red Ninja)

⊞ = Stealth (Green Ninja)

⊡ = Jump (Blue Ninja)

◇ = Goal

MOTIVATION

- Introduce ninja-specific action tiles
 - Red Ninja can disarm traps
 - Blue Ninja can perform a high jump, avoiding enemies or traps, or leaping over walls.
 - Green Ninja can stealth and be undetected by enemies for 4 steps
- Introduce traps
- Introduce enemy sight range.