Training Level 1

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

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

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.