CompSci 94
A game with two levels
November 9, 2021

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Announcements

• Assignment 5 is due Thursday, November 11
• Final project is out this week
• Exam 2 is Nov 16
Q1) Given an array of pandas, how do I create an array of objectMarkers that match the pandas in the same order

- Click on each panda in order and create object marker for it.
- Then create scene property, check array, and put object markers in the same order.
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Q1) corresponding arrays

![Diagram of custom arrays](image)
Q2) Given pandas moved, what type of loop do you use to get them all back to their objectMarkers?
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An array index loop!
Q3) Given pandas moved, explain in words how to get them all back to their objectMarkers?
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- Use indexArray Loop
- Loop over all the pandas
  - For the current panda, have it move And Orient To the panda Object Marker that is in the indexed position
  - Update the index
Q4: If we want to play a two level game, what might be the best game flow?
Q4: Flow of game state for two level game

• Start in setup for game one
• Change to levelone – play game
• Change to setupLevelTwo
• Change to leveltwo – play game
• Change to gameover
Class Today

• Build game with two levels

Click on me to start level 2