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.
Q2) Given pandas moved, what type of loop do you use to get them all back to their objectMarkers?
Q3) Given pandas moved, explain in words how to get them all back to their objectMarkers?
Q4: If we want to play a two level game, what might be the best game flow?
Class Today

• Build game with two levels