

CompSci 94

A game with two levels

November 9, 2021



Prof. Susan Rodger

CompSci 94 Fall 2021

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Announcements

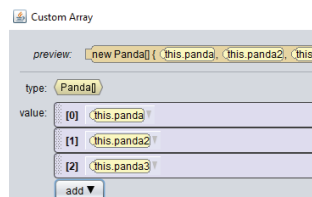
- Assignment 5 is due Thursday, November 11
- Final project is out this week

- Exam 2 is Nov 16

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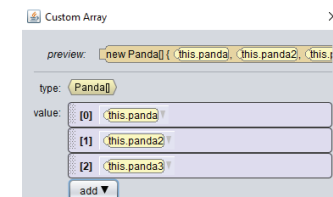
Q1) Given an array of pandas, how do I create an array of objectMarkers that match the pandas in the same order



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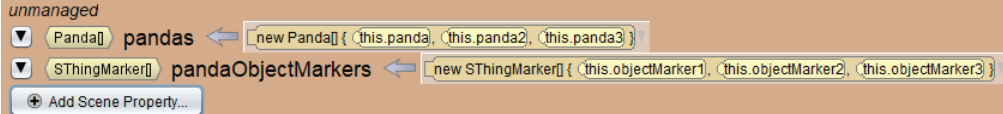
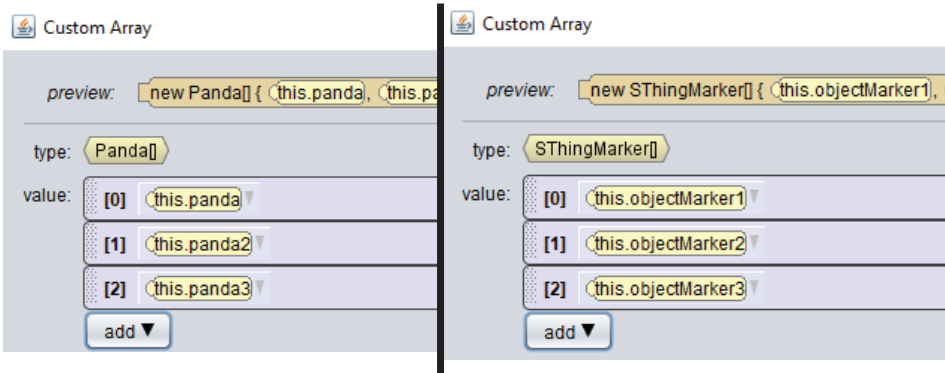


- Click on each panda in array in order and create object marker for it.
- Then create scene property, check array, and put object markers in the same order

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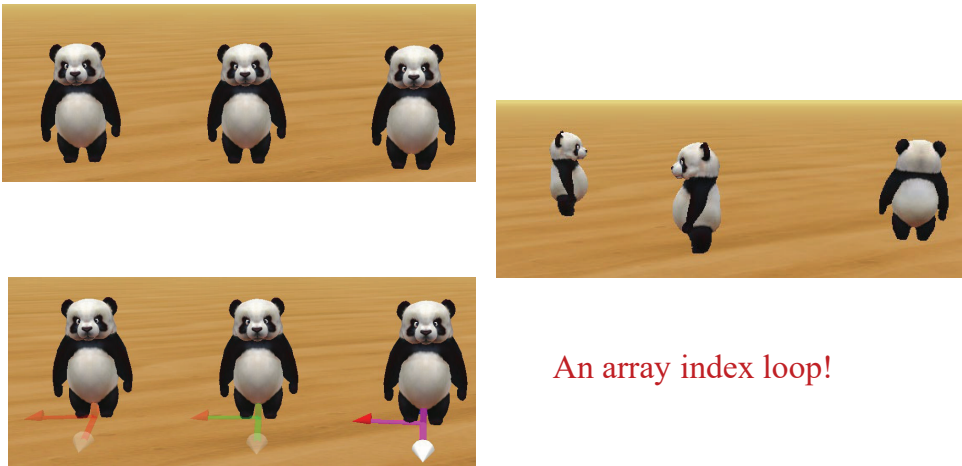
Q1) corresponding arrays



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

