

CompSci 94

A game with two levels

November 9, 2021



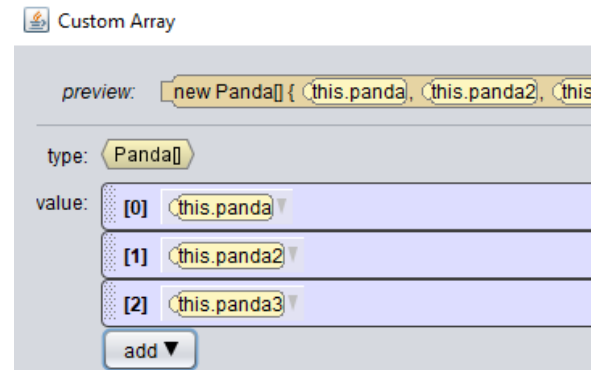
Prof. Susan Rodger

Announcements

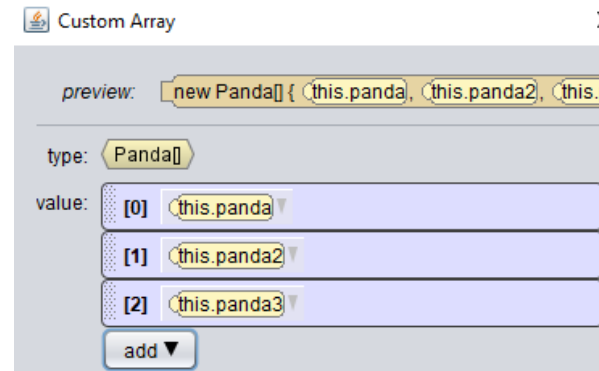
- Assignment 5 is due Thursday, November 11
- Final project is out this week

- 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



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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

Q1) corresponding arrays

Custom Array

preview: `new Panda[] { this.panda, this.panda2, this.panda3 }`

type: `Panda[]`

value:

- [0] `this.panda`
- [1] `this.panda2`
- [2] `this.panda3`

add ▼

Custom Array

preview: `new SThingMarker[] { this.objectMarker1, this.objectMarker2, this.objectMarker3 }`

type: `SThingMarker[]`

value:

- [0] `this.objectMarker1`
- [1] `this.objectMarker2`
- [2] `this.objectMarker3`

add ▼

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▼ `Panda[]` **pandas** ← `new Panda[] { this.panda, this.panda2, this.panda3 }`

▼ `SThingMarker[]` **pandaObjectMarkers** ← `new SThingMarker[] { this.objectMarker1, this.objectMarker2, this.objectMarker3 }`

⊕ Add Scene Property...

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

