CompSci 94
A game with two levels
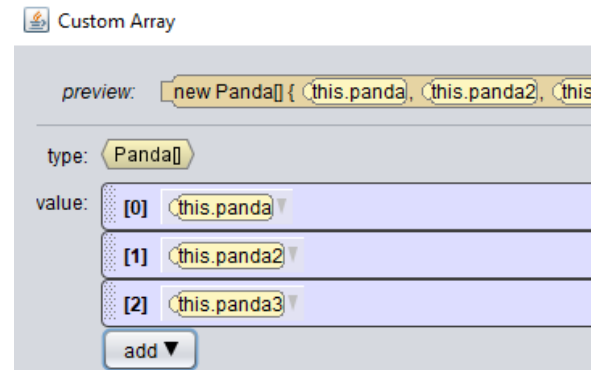# November 9, 2021

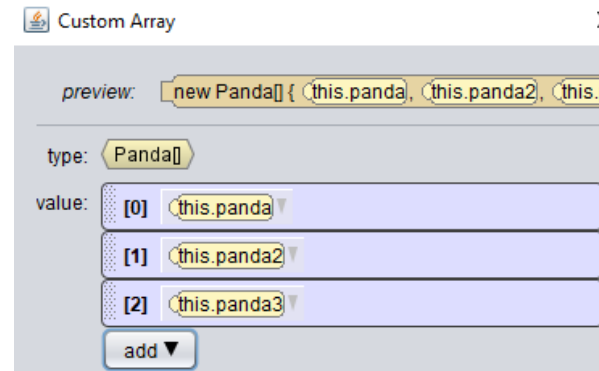## Prof. Susan Rodger

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

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