

CompSci 94

A game with two levels

November 17, 2022



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Announcements

- Assignment 5 is due tonight
- Assignment 6 (Final project) is out – see deadlines on Assignment page
- Exam 3 is Nov 29
 - See exam 3 study materials on Nov 29 date on our calendar page
 - Some review today, some next time

Exam 3 Logistics

- Exam 3 is on Tuesday, Nov 29
- Covers topics through today, Nov 17 lecture
- Old tests are on the calendar web page
- Will put up old Sakai quizzes
- Exam 3 is on paper
- See Exam 3 reference sheet – part of the exam
- Exam 3 is your own work
- Bring only a pen or pencil

Exam 3 topics

- Topics from last time (loops, arrays, ifs, procedures, parameters, etc)
- Array index loops (see penguin classwork)
- Writing functions
- Event programming

Events 1

this addSceneActivationListener

declare procedure **sceneActivated**

do in order

this myFirstMethod

this addTimeListener **1.0** add detail

declare procedure **timeElapsed** **event** getTimeSinceLastFire

do in order

drop statement here

this addKeyPressListener add detail

declare procedure **keyPressed** **event** isLetter **event** isDigit **event** getKey **event** isKey key:

do in order

if **event** isKey **S** is true then

drop statement here

else

drop statement here

Events 2

```
this addMouseClickedOnObjectListener, setOfVisuals new Visual[] { this.bunny, this.panda, this.panda2, this.panda3 } add detail  
  
declare procedure mouseClicked event getScreenDistanceFromLeft event getScreenDistanceFromBottom event getModelAt  
do in order  
  if event getModelAtMouseLocation == this.panda is true then  
    drop statement here  
  else  
    drop statement here  
  
this addCollisionStartListener new SThing[] { this.bunny }, new SThing[] { this.panda, this.panda2, this.panda3 } add detail  
  
declare procedure collisionStarted event getSThingFromSetA event getSThingFromSetB  
do in order  
  drop statement here  
  
this addDefaultModelManipulation
```

Events – when does it start, how does it work?

- sceneActivated
- addTimeListener
- keyPressed

Events – when does it start, how does it work? (part 2)

- `addMouseClickedOnObjectListener`

- `addCollisionStartListener`

Events – when does it start, how does it work? (part 3)

- defaultModelManipulation

How do you create a Scorer (or counter)

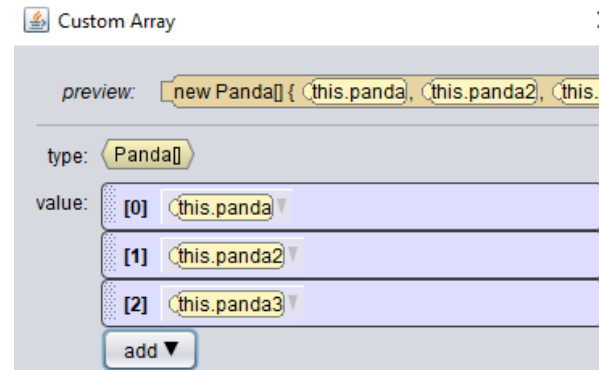
- A scorer/counter

How do you create A Countdown Timer

Looping in Array – when and how to use each one

- For each in
- Each in together
- Indexing loop

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

