CompSci 94
A game with two levels
November 12, 2024

Prof. Susan Rodger

Announcements

- Assignment 6 (Final project) is out – see deadlines on Assignment page

- TODAY, Nov 12: deadline to request an assigned partner

- Added 4th free extension!

- Exam 3 is Nov 19

  - See exam 3 study materials on Nov 19 date on our calendar page

  - Some review today, some next time

Exam 3 Logistics

- Exam 3 is on Tuesday, Nov 19
- Covers topics through Thursday, Nov 14 lecture
- Old tests are on the calendar web page
- Exam 3 is on paper
- See Exam 3 reference sheet – part of the exam
- Exam 3 is your own work
- Bring only a pen of pencil

Exam 3 topics

- Topics from last time (loops, arrays, ifs, procedures, parameters, etc)

- Array index loops (see penguin classwork)

- Writing functions

- Event programming

- Changing Scenes (we do on Thursday)

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
```
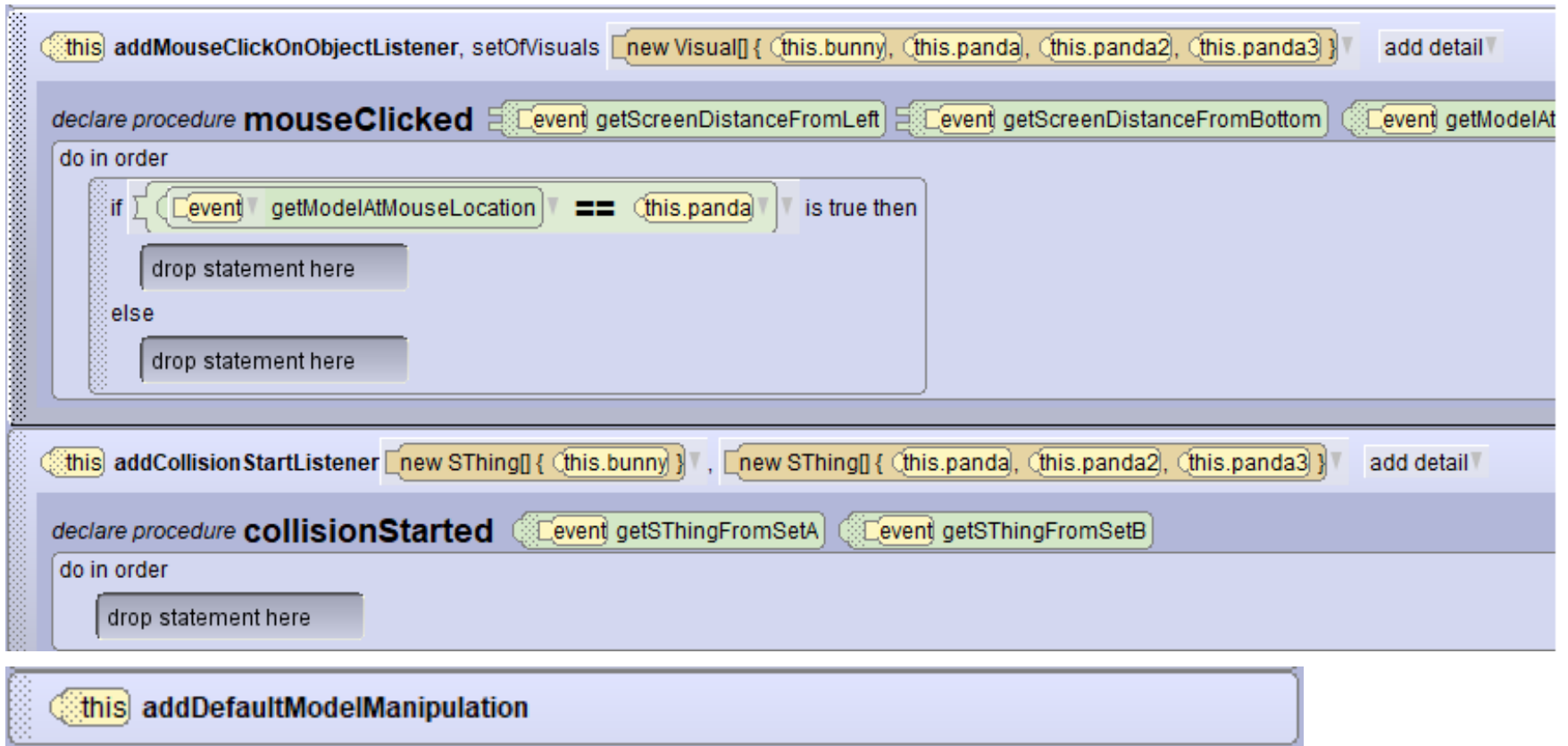
Events 2

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

- sceneActivated

- addTimeListener

- keyPressed

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

- defaultModelManipulation

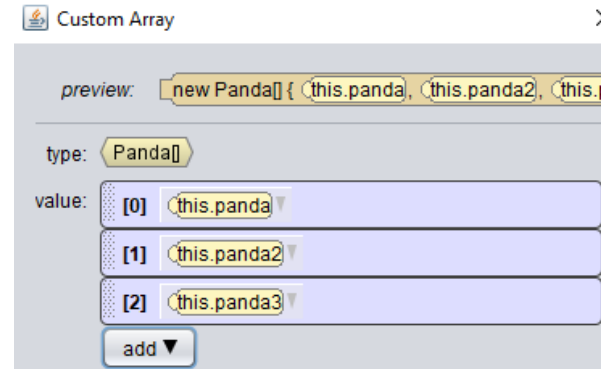# How do you create a Scorer (or counter)

- 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