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

- Click on each panda in order and create object marker for it.
- Then create scene property, check array, and put object markers in the same order.
Q2) Given pandas moved, how do you get them all back to their objectMarkers?

• 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

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

Announcements

• No Videos or online quizzes next week
• Exam 2 is April 4.
• Will post review old tests.
• Review next class.
Class Today

• Build game with two levels