A game with two levels
March 28, 2019

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

![Diagram of pandas and objectMarkers]

1. Click on each panda in order and create an object marker for it.
2. Then create a scene property, check the array, and put the object markers in the same order as the pandas.
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
Q1) corresponding arrays
Q2) Given pandas moved, how do you get them all back to their objectMarkers?
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