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?

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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

• Videos and Sakai quiz for Tuesday
• Exam 2 is November 19
• Will post review old tests next week
• Review next Thursday

Class Today

• Build game with two levels