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
- 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