CompSci 94
A game with two levels
November 7, 2019

Prof. Susan Rodger
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, how do you get them all back to their objectMarkers?
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