

Getting your sprites in the right places in each level

The various sprites will probably start in different places in each level because the Ground sprite will be different.

This shows how to set up the lists of position variables for a game with 2 levels. (For extra levels, just add more costumes and more values to the lists)

Player sprite needs to have two lists

Player start x

Player start y

These hold the positions as (x,y) coordinates for the player at the start of each level



Goal sprite needs to have two lists

Goal start x

Goal start y

These hold the positions as (x,y) coordinates for the Goal sprite at the start of each level

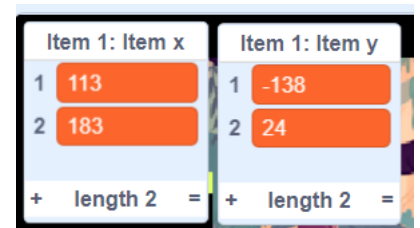


Item sprite needs to have two lists

Item start x

Item start y

These hold the positions as (x,y) coordinates at the start of each level for the Item the player needs to collect to score points at the start of each level



Danger sprite needs to have two lists

Danger start x

Danger start y

These hold the positions as (x,y) coordinates at the start of each level for the Danger the player needs to avoid

