func \_ready():

#On load set the current scene to the last scene available

currentScene = get\_tree().get\_root().get\_child(get\_tree().get\_root().get\_child\_count() -1)

#Demonstrate setting a global variable.

Globals.set("MAX\_POWER\_LEVEL",9000)

# create a function to switch between scenes

func setScene(scene):

#clean up the current scene

currentScene.queue\_free()

#load the file passed in as the param "scene"

var s = ResourceLoader.load(scene)

#create an instance of our scene

currentScene = s.instance()

# add scene to root

get\_tree().get\_root().add\_child(currentScene)