extends Popup

func \_ready():

$gameClearControl.hide()

connect("about\_to\_show",self,"playAni")

$gameClearControl/BackToWorld.connect("pressed",self,"backToWorld")

pass # Replace with function body.

func playAni():

SoundManager.play\_me("res://assets/sounds/gameClear.ogg",true,true,"res://assets/sounds/gameTheme.ogg")

updateUserGameClear()

$gameClearControl.hide()

$gameClearAni.play("gameClear")

func \_on\_gameClearAni\_animation\_finished():

$gameClearControl.show()

$gameClearAni.queue\_free()

renderGameClearElements()

pass

func renderGameClearElements():

var score = gameModel.getScore()

if(score < 300):

$gameClearControl/stars.play("1star")

elif(score >= 300 && score < 600):

$gameClearControl/stars.play("2star")

else:

$gameClearControl/stars.play("3star")

$gameClearControl/scoreLbl.clear()

$gameClearControl/scoreLbl.append\_bbcode("[b]Your Score: " + str(score))

func backToWorld():

SoundManager.stop\_me("res://assets/sounds/gameClear.ogg")

SoundManager.play\_bgm("themeSong",false)

root.switch\_scene("res://entities/World/WorldController.tscn")

func updateUserGameClear():

var apiUrl = "UserUnlockWorld/game/updateUser/" + userModel.getUserId()

var data = {

"score" : gameModel.getScore(),

"levelID": levelModel.getLevelIDByIdx(levelModel.getSelectedLevelIdx()),

"worldID": worldModel.getWorldIDbyIdx(worldModel.selectWorldIdx)

}

apiController.apiCallPut(data,apiUrl)

yield(apiController,"request\_completed")

pass