extends Node

#World Model

var baseUrl = "world"

var selectedWorld

var selectWorldIdx

var worlds

var unlockStatus

func getBaseUrl():

return baseUrl

func setWorlds(worlds):

self.worlds = worlds

func setUnlockStatus(status):

self.unlockStatus = status

func setSelectedWorld(worldID):

self.selectedWorld = worldID

func setSelectedWorldIdx(idx):

self.selectWorldIdx = idx

func getNumberOfWorlds():

return worlds.size()

func getWorldByIdx(idx):

return worlds[idx]

func getWorldNameByIdx(idx):

return (worlds[idx])['worldName']

func getWorldUnlockStatus(idx):

return (unlockStatus[idx])['unlock']

func getWorldScoreByIdx(idx):

return (unlockStatus[idx])['score']

func getWorldIDbyIdx(idx):

return (worlds[idx])['worldID']