UNOmaha CSCI 2510 Sp '21 Intro to Game Programming Concept 1 - Game Representation Lecture _\ Page _\ / _\ Paralax Background - Layer Clock H:11s/Clouds/Mountain LBackground Layer 3 block Background Grand Foreground Mario Mario Score-Leve 3 Block Render in the UI Points 1/1001 (-round Based on the Gare World Clock T_(Score+Lese) - UI Layers

