**Scenario: Nytt equpiiable weapon**

int *posX*, int *posY*, String *imageFile*, String *name*

InteractableItem TraderStaff = new InteractiableItem(0,0, “staff.jpg”, “Trader staff”

**Scenario: lage en ny NPC**

(int *hp*, int *width*, int *height*, String *name*, String *modelPath*, Equippable *weapon*, int *posX*, int *posY*)

NPC tradeer = new NPC(10, 20,32, “Trader Joe”, “Joe.jpg”, TraderStaff, 0,0)

**Scenario: Lage en ny fiende:**

int *hp*, int *width*, int *height*, String *name*, String *modelPath*, Equippable *weapon*, int *posX*, int *posY*

Enemy preFabOrcTrainee = new Enemy(15, 15, 20, “Orc Trainee”, “OrcTrainee.jpg”, brokenClub, 0, 0)

**Scenario: Lage en liste med fiender**

Enemy lvl2OrcTrainee1 = prefabOrcTrainee;

Enemy lvl2OrcTrainee2 = prefabOrcTrainee;

Enemy lvl2OrcTrainew3 = prefabOrcTrainee;

List<Enemy> lvl2Enemies[] = new ArrayList<Enemy>();

Lvl2Enemies.add(lvl2OrcTrainew3)

Lvl2Enemies.add(lvl2OrcTrainew2)

Lvl2Enemies.add(lvl2OrcTrainew1)

**Scenario: Lage mål for banen**

int *width*, int *height*, int *posX*, int *posY*, String *objectPath*,

InteractiactiableObject goalLvl2 = new InteractiableObject(50,60, 0, 0, ‘’goal.jpg’’,)

**Scenario: New playable Character**

int *hp*, int *width*, int *height*, String *name*, String *modelPath*, Equippable *weapon*, int *posX*, int *posY*

PlayableCharacter HeroStan = New PlayableCharacter (30, 40, 20, “Hero Stan”, Hero.jpg, null, 0, 0)

**Scenario ny bakgrunn**

String *imageFile*, String *name*

Background beach = new background(“beach.jpg”, “Beach”)

**Scenario: Ny Scene;**

Background *sceneBackground*, Array *enemies*, PlayableCharacter *player*, List<Item> *items*, String *name*, InteractableObjects *goal*

Scene lvl2 = new Scene(beach, lvl2Enemie, heroStan, lvl2Items, “Level 2, battle of the forest”, goalLvl2 )

For later Scenarios:

goalLvl2.setActivation(onCollision(HeroStan).

goalLvl2.onTrigger().setLockedMessage(“The door is locked dumbass, get the key”)