**Scenario: New bane med start,, mål, spiller, fidner og objeckter.**

Scene lvl2 = new scene(‘moonlight.jpg,’ enemiesLvl2[], HeroStan)

Lvl2.setStartX(243)

Lvl2.setStarty(431)

**Scenario: lage ny NPC**

NPC tradeer = new NPC(‘Boondle’,’trader.jpg’, 3,1)

Trader.interactiveTrue()

**Scenario lage en liste med fiender som skal brukes i scene**

EnemiesLvl2[]= (Fienda1 = new enemy(‘orc major’,’orcMajor.jpg’, 5,3 ), fiende2 = new enemy(‘orc trainee’, ‘orcTraine.jpg’, 4,2))

Fiende1.setAgroLvl(2)

Fiende2.isHostile();

**Scenario: ny item som spilleren kan samhandle med**

InteractibleItem StaffOfCaos = new Interatible Item(“StaffOfCaoss”, “staff.jpg”)

StaffOfCaos.setEffect(HeroStan).IncreaseDmg(30)

**Scenario: Lage mål for banen**

InteractiactiableObject goalLvl2 = new InteractiableObject(‘’goalLvl2’’, ‘’goal.jpg’’, 23,45)

goalLvl2.setActivation(onCollision(HeroStan).checkInventoryFor(lvl2Key)).

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

**Scenario: New playable Character**

PlayableCharacter HeroStan = New PlayableCharacter (“HeroStan”, “Hero.jpg”, 20, 30, 5, 50)

HeroStan.setSpeed(20)

HeroStan.setHP(20)