Game Programming Questions:

1. So the game has a starting state, end state, and the game can restart. I didn't get a chance to create a win state for the game. So the game shares one win and lost state that prompt the player is the want to play the game again.
2. The game has one level that randomly outputs the level, so the player can try to see the other level they haven't played, but it's not guaranteed because it's randomized.
3. I feel as though the SoC is somewhat decent, but there is always room for improvement. I at least separated the code enough where script is meant to do a specific task, whether that's managing the player's state, lives, and respawn at the starting location to checking the if the player remains in the camera viewport. Though, I'm sure a second viewer can further break down the SoC.
4. The methods of the scripts are fairly broken up except for one where it restarts the level if the player dies. A lot of booleans and other methods are called in order to start the level.
5. A lot of the scripts depend on other scripts in order to be executed. It may not be great example of coding for games, and it's something I need to learn up on.