Code requirements:

* We need separate game scene for “Level” and for “arcade”
* Timer counts down
* For arcade: When level completes, add a constantly decreasing amount of time  
  - Using the variable for current level, make a formula for time decreasing   
  - Variable for current time – Use the one we currently use but don’t reset at each menu.   
  - In the arcade scene, have it automatically go to next level, and only open up the “end arcade menu” when the time runs out.   
  - Make our Reset function have “how many seconds ahead will the timer be set to.
* Variable for current level
* Remove timer for levels

Arcade:

Streak based system,

-timer – Reduced time for each level. – Global time, where you get additional time for each level you complete, which this additional time is reduced for each level.

Code requirements:

-hardness stays same

-score is however many you can do in a row – We need a score for that.

Levels:

“Hard coded” levels

* We need an “Init” file (or “level” file). This will load all our levels.

Code:

Design of this:

levels.lvl

<move values for arcade game move>  
<Level name> <xy pairs for a move>

e.g:  
2 2 2 2 2 2 3 3 3 3 4 4 4 4   
1.0 23  
2.0 3431