

Level specks

Stage.js 1 check if each stage has lives or money if not set it to -1

```
1 function Stage(id, backgroundImage, money, lives) {
2   this.id = id;
3   this.backgroundImage = backgroundImage;
4   this.paths = new Array();
5   if(typeof money == 'undefined') {
6     money = -1;
7   }
8   if(typeof lives == 'undefined') {
9     lives = -1;
10  }
11  this.money = money;
12  this.lives = lives;
13 }
14
15 // Adds a path to the stage
16 * @param {Point[]} points An array of points for the path
17 * @param {double} width Half the path's width (path will extend width from center line)
18 * @param {String} color The color to draw the path
19 * @param {String} highlightColor The color to draw the gradient highlights
20 * @param {String} shadowColor The color to draw the dropshadow of the path.
21 * @param {String} startColor The color to draw the start of a path
22 * @param {String} startHighlightColor The color of the start for gradient
23 * @param {String} endColor The color to draw the end of a path
24 * @param {String} endHighlightColor The color to draw the end for gradient
25 * @param {Boolean} hide If false, the path is not drawn. If true it is drawn
26 */
27 Stage.prototype.addPath = function(points, width, color, highlightColor, shadowColor,
28   startColor, startHighlightColor, endColor, endHighlightColor, hide) {
29   var path = new Path(points, width, color, highlightColor, shadowColor,
30     startColor, startHighlightColor, endColor, endHighlightColor, hide);
31   this.paths.push(path);
32 }
33
34 Stage.prototype.draw = function(ctx) {
35   // Draw a rectangle over the entire area
36   for(var i = 0; i < this.paths.length; i++) {
37     this.paths[i].draw(ctx);
38   }
39 }
```

SuperTower.js clear stage check for current stage lives and money not equal to -1

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StageList.js after background image set money, live, call stage

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