

Bosses And Battling Through Levels

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GameState Enum

```
public enum GameState
{
    gameStarted,
    playingLevel,
    engagingEnemies,
    bossStage,
    engagingBoss,
    levelCompleted,
    gameWon,
    gameLost,
    gamePaused,
    dungeonOverviewMap,
    restartGame
}
```

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```

This is the game state that is set when the game is first started. The game state is then set to playingLevel.

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```

While there are more dungeon rooms in a level that need to be cleared of enemies, the game state will be playingLevel.

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When the player enters a room with enemies (not the boss room) the game state will be set to engagingEnemies.

When the room has been cleared of enemies the game state will be reset to playing level.

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If the regular enemies have been cleared from all rooms, and there is a boss room, then the game state will be set to bossStage.

The boss room will have its doors unlocked.

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```

When the player enters the boss room to battle the boss the game state will be set to engagingBoss.

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}
```

When the player has cleared the dungeon, and beaten the boss if there is one, and there are more levels, then the game state is set to levelCompleted.

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}
```

When the player has cleared the dungeon, and beaten the boss if there is one, and there are no more levels, then the game state is set to gameWon.

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```

← If the Player is destroyed
the game state is set to
gameLost.

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}
```

This state will be used when we add the 'Pause Menu'. When the pause menu is activated the game state will be set to gamePaused.

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```

This state will be used when we add the 'Dungeon Overview Map'. When this is activated the game state will be set to **dungeonOverviewMap**.

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}
```

After the game 'won' or 'lost' state has been processed, the game state will be set to restartGame to enable the game to be restarted.