void LoadObjectStage0()

{

game->ObjectIDInStage = 0;

objects.clear();

int objectID = 0;

gameObjects->ClearAll();

game->ObjectIDInCamera.clear();

simon->nx = 1;

simon->SetState(SIMON\_STATE\_IDLE);

simon->SetPosition(50, 320);

for (int i = 0; i < 31; i++)//border

{

brick = new CBrick();

brick->AddAnimation(601);

if (i<16)

brick->SetPosition(2, 0 + i\*32.0f);

else

brick->SetPosition(1540, 0 + (i - 16)\*32.0f);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 49; i++)//ground

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(0+i\*32.0f, 390);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 6; i++)

{

heart = new CHeart();

heart->AddAnimation(1001);

whip = new CWhip();

whip->AddAnimation(1002);

dagger = new CDagger();

dagger->AddAnimation(1003);

holyFire = new CHolyFire();

holyFire->AddAnimation(606);

holyFire->AddAnimation(902);

holyFire->SetPosition(-80 + i\*260.0f, 320);

holyFire->SetState(HOLYFIRE\_STATE\_ACTIVATE);

holyFire->ActivateObject();

if (i == 5)

holyFire->AddBonusItem(dagger);

else if (i % 2 == 0)

holyFire->AddBonusItem(whip);

else

holyFire->AddBonusItem(heart);

holyFire->ObjectID = objectID;

objects.push\_back(holyFire);

objectID++;

}

checkPoint = new CCheckPoint();

checkPoint->AddAnimation(601);

checkPoint->SetPosition(1376, 350);

checkPoint->ObjectID = objectID;

objects.push\_back(checkPoint);

game->ObjectIDInStage = objectID;

for (int i = 0; i < objects.size(); i++)

{

gameObjects->Add(objects[i]->ObjectID, objects[i]);

}

tileMap->LoadGridView(&objects);

}