void LoadObjectStage1()

{

game->ObjectIDInStage = 0;

objects.clear();

int objectID = 0;

gameObjects->ClearAll();

game->ObjectIDInCamera.clear();

simon->nx = 1;

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

simon->SetPosition(80, 320);

//door

door = new CDoor();//vi cua chi xuat hien sau man 1 nen man 1 moi tao ra cai cua

door->AddAnimation(200);

door->AddAnimation(201);

door->AddAnimation(202);

door->AddAnimation(203);

door->doorOpened = false;

door->SetState(DOOR\_STATE\_IDLE);

door->SetPosition(3056, 128);

for (int i = 0; i < 61; i++)//border

{

brick = new CBrick();

brick->AddAnimation(601);

if (i < 31)

brick->SetPosition(-16, 0 + i\*16.0f);

else

brick->SetPosition(3056, 0 + (i - 31)\*16.0f);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 96; i++)//ground

{

brick = new CBrick();

brick->SetPosition(0 + i\*32.0f, 420);

brick->AddAnimation(601);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 3; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(1376 + i\*32.0f, 292);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 10; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(1504 + i\*32.0f, 228);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

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

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(1856 + i\*32.0f, 292);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

for (int i = 0; i < 15; i++)

{

brick = new CBrick();

brick->AddAnimation(601);

brick->SetPosition(2784 + i\*32.0f, 228);

brick->ObjectID = objectID;

objects.push\_back(brick);

objectID++;

}

//stair1

brickStair = new CBrickStair();

brickStair->ny2 = -1;

brickStair->nx = 1;

brickStair->AddAnimation(601);

brickStair->SetPosition(1233, 419.95f);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

brickStair = new CBrickStair();

brickStair->ny2 = 1;

brickStair->nx = -1;

brickStair->AddAnimation(601);

brickStair->SetPosition(1388, 291.95f);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

//stair2

brickStair = new CBrickStair();

brickStair->ny2 = -1;

brickStair->nx = 1;

brickStair->AddAnimation(601);

brickStair->SetPosition(1425, 291.95f);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

brickStair = new CBrickStair();

brickStair->ny2 = 1;

brickStair->nx = -1;

brickStair->AddAnimation(601);

brickStair->SetPosition(1516, 227.95f);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

//stair3

brickStair = new CBrickStair();

brickStair->ny2 = 1;

brickStair->nx = 1;

brickStair->AddAnimation(601);

brickStair->SetPosition(1796, 227.95f);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

brickStair = new CBrickStair();

brickStair->ny2 = -1;

brickStair->nx = -1;

brickStair->AddAnimation(601);

brickStair->SetPosition(1887, 291.95f);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

//stair4

brickStair = new CBrickStair();

brickStair->ny2 = -1;

brickStair->nx = 1;

brickStair->AddAnimation(601);

brickStair->SetPosition(2578, 419.95f);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

brickStair = new CBrickStair();

brickStair->ny2 = 1;

brickStair->nx = -1;

brickStair->AddAnimation(601);

brickStair->SetPosition(2797, 227.95f);

brickStair->ObjectID = objectID;

objects.push\_back(brickStair);

objectID++;

//Object

heart = new CHeart();

heart->AddAnimation(1001);

brickDestroyable = new CBrickDestroyable();

brickDestroyable->AddAnimation(602);

brickDestroyable->SetPosition(2016, 290);

brickDestroyable->ActivateObject();

brickDestroyable->SetState(BRICK\_DESTROYABLE\_STATE\_ACTIVATE);

brickDestroyable->AddBonusItem(heart);

brickDestroyable->ObjectID = objectID;

objects.push\_back(brickDestroyable);

objectID++;

//Ghoul

for (int i = 0; i < 3; i++)

{

heart = new CHeart();

heart->AddAnimation(1001);

ghoul = new CGhoul();

ghoul->AddAnimation(318);

ghoul->AddAnimation(319);

ghoul->AddAnimation(902);

ghoul->SetPosition(400 + i \* 40, 350);//y=350

ghoul->SetState(GHOUL\_STATE\_WALKING);

ghoul->ActivateObject();

ghoul->SetPoint(100);

ghoul->AddBonusItem(heart);

ghoul->ObjectID = objectID;

objects.push\_back(ghoul);

objectID++;

}

for (int i = 0; i < 3; i++)

{

heart = new CHeart();

heart->AddAnimation(1001);

ghoul = new CGhoul();

ghoul->AddAnimation(318);

ghoul->AddAnimation(319);

ghoul->AddAnimation(902);

ghoul->SetPosition(800 + i \* 40, 350);//y=350

ghoul->SetState(GHOUL\_STATE\_WALKING);

ghoul->ActivateObject();

ghoul->SetPoint(100);

ghoul->AddBonusItem(heart);

ghoul->ObjectID = objectID;

objects.push\_back(ghoul);

objectID++;

}

for (int i = 0; i < 5; i++)

{

heart = new CHeart();

heart->AddAnimation(1001);

ghoul = new CGhoul();

ghoul->AddAnimation(318);

ghoul->AddAnimation(319);

ghoul->AddAnimation(902);

ghoul->SetPosition(2200 + i \* 50, 350);//y=350

ghoul->SetState(GHOUL\_STATE\_WALKING);

ghoul->ActivateObject();

ghoul->SetPoint(100);

ghoul->AddBonusItem(heart);

ghoul->ObjectID = objectID;

objects.push\_back(ghoul);

objectID++;

}

for (int i = 0; i < 4; i++)

{

heart = new CHeart();

heart->AddAnimation(1001);

ghoul = new CGhoul();

ghoul->AddAnimation(318);

ghoul->AddAnimation(319);

ghoul->AddAnimation(902);

ghoul->SetPosition(2600 + i \* 40, 350);//y=350

ghoul->SetState(GHOUL\_STATE\_WALKING);

ghoul->ActivateObject();

ghoul->SetPoint(100);

ghoul->AddBonusItem(heart);

ghoul->ObjectID = objectID;

objects.push\_back(ghoul);

objectID++;

}

//candle

for (int i = 0; i < 24; i++)

{

candle = new CCandle();

candle->AddAnimation(607);

candle->AddAnimation(902);

if (i == 12 || i == 23)

{

if (i == 12)

{

holyWater = new CHolyWater();

holyWater->AddAnimation(1009);

candle->AddBonusItem(holyWater);

}

else

{

cross = new CCross();

cross->AddAnimation(1005);

candle->AddBonusItem(cross);

}

candle->SetPosition(56 + i\*128.0f, 96);

}

else if (i == 10 || i == 13 || i == 15 || i == 22)

{

heart = new CHeart();

heart->AddAnimation(1001);

candle->AddBonusItem(heart);

candle->SetPosition(56 + i\*128.0f, 160);

}

else if (i % 2 == 0 || i == 11 || (i >= 16 && i <= 20))

{

heart = new CHeart();

heart->AddAnimation(1001);

candle->AddBonusItem(heart);

candle->SetPosition(56 + i\*128.0f, 352);

}

else if (i % 2 != 0)

{

if ( i == 7 )

{

dagger = new CDagger();

dagger->AddAnimation(1003);

candle->AddBonusItem(dagger);

}

else

{

moneyBag = new CMoneyBag();

moneyBag->AddAnimation(1006);

moneyBag->AddAnimation(1007);

moneyBag->AddAnimation(1008);

if (i < 10)

moneyBag->moneyBagValue = 400;

else if (i < 20)

moneyBag->moneyBagValue = 100;

else

moneyBag->moneyBagValue = 700;

candle->AddBonusItem(moneyBag);

}

candle->SetPosition(56 + i\*128.0f, 288);

}

candle->SetState(CANDLE\_STATE\_ACTIVATE);

candle->ActivateObject();

candle->ObjectID = objectID;

objects.push\_back(candle);

objectID++;

}

//panther

for (int i = 0; i < 3; i++)

{

heart = new CHeart();

heart->AddAnimation(1001);

panther = new CPanther();

panther->AddAnimation(321);

panther->AddAnimation(322);

panther->AddAnimation(323);

panther->AddAnimation(324);

panther->AddAnimation(325);

panther->AddAnimation(326);

panther->AddAnimation(902);

if (i == 0)

panther->SetPosition(1410, 258);

else if (i == 1)

panther->SetPosition(1700, 193);

/\*continue;\*/

else if (i == 2)

panther->SetPosition(1888, 258);

panther->SetState(PANTHER\_STATE\_IDLE);

panther->ActivateObject();

panther->nx = -1;

panther->AddBonusItem(heart);

panther->SetPoint(200);

panther->ObjectID = objectID;

objects.push\_back(panther);

objectID++;

}

checkPoint = new CCheckPoint();

checkPoint->AddAnimation(601);

checkPoint->SetPosition(3040, 200);

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);

}