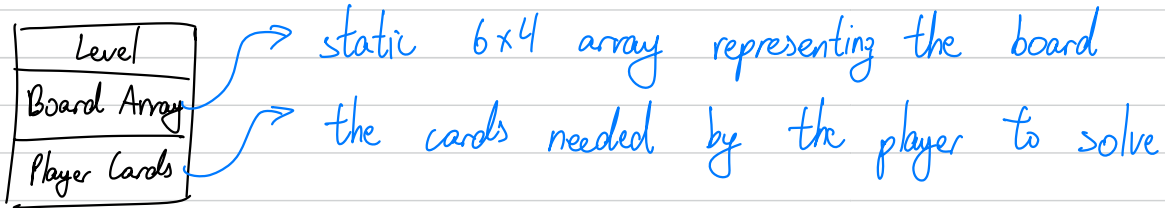# In-Memory Board Switching

Context: The player uses a "next level" & "previous level" buttons to change levels.

Step-by-step:

The Level class:

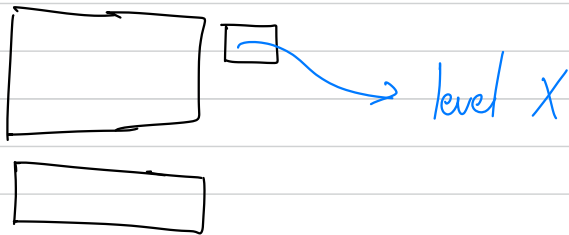
→ static 6×4 array representing the board

→ the cards needed by the player to solve

1. Create a set of 10 levels stored in memory

2. Switch the displayed board and cards in hand

 — Starting at level 1

next level → advances a level
           if at 10, alert

prev level → goes back one level
           if at 1, alert

3. Small level indicator on top-right of the board:

→ level X

Note: If the player played any cards, after level swap, the cards are reset back to hand.

Of no concern: Button placement

This is a demo for switching levels so expose a nextLevel(), setLevel()   API