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The file GSlevels.py contains the information for making the levels, as well as the main menu (level==0). Some of the important functions are outlined below:

makeBalls:

makes the balls and their locations as a function of level

makeTiles:

makes the tiles and their locations as a function of level

makeObstacles:

makes the obstacles and their locations as a function of level

makeGoals:

makes the goal zones and their locations as a function of level

drawHelpText:

creates the help text if the level is one of the tutorials

drawSidebar:

draws the tiles, buttons, and title/score information beside the level

doMenu:

makes the background, title, help text, sample tiles, and level selection buttons

makeLevelSelectionButtons:

calculates the space between the level selection button as a function of how many rows and cols of buttons you wanted. It also assigns each button qualities about whether or not it is playable or has a pro score, so that when it calls draw() on the button it comes out the right color.