Handling Game Scenes

in löve2d

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https://praisethemoon.org
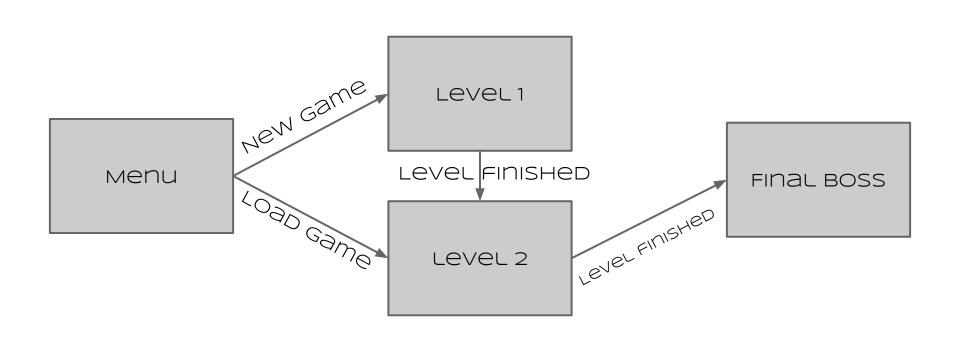
What is a game scene?

Group of objects
(actors, NPC, buildings, etc)
belonging to a same world

Examples:

```
Menu ──New Game──▶ Level 1

Menu ──Load Game──▶ Level 2

Level 1 ──Level Finished──▶ Level 2

Level 2 ──Level Finished──▶ Final Boss
```

Menu

New Game

Load Game

Level 1

Level Finished

Level 2

Level Finished

Final Boss

Scene structure

```
Scene = {
    name = nil,
    w = 0,
    h = 0,
    bgColor={r = 0, g = 0, b = 0},
    objects= { }
}
```

Scene methods

Scene:AddObject(o)

Inserts an object "o" inside the objects table.

`Scene:RemoveObject(o)`

`Scene:Load()`

`Scene:Exit()`

`Scene:Update(dt)`

`Scene:Render()`