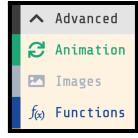
## MakeCode Arcade

## Platform Game, Part II

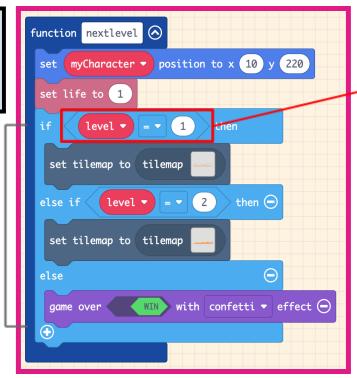


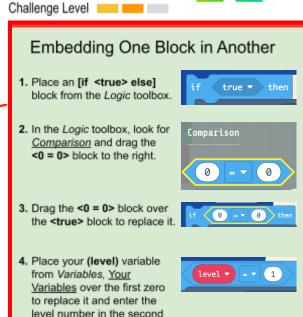
**Functions** are groups of code for a specific task that can be called at anytime. Functions are found in the *Advanced* toolbox and built like variables.

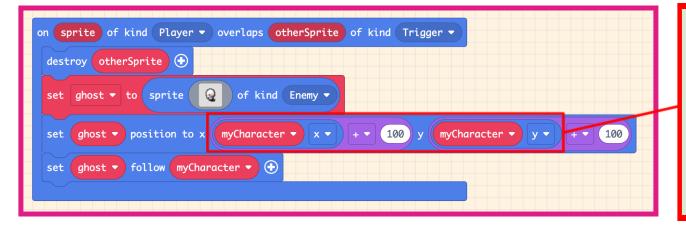


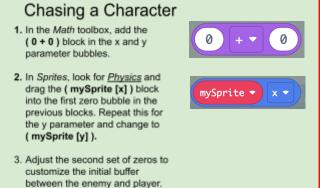
Creating Multiple Levels
Using a Function and
Conditional Statement

Conditional: go to the Logic toolbox and then add an [if <true> then] to have the program check the level and call up the matching tilemap









bubble.

100 is a good starting place.