

Design the Vaccination Game Layouts – Part II

Hello everyone! Welcome back again!

In the last video, we started creating the layouts and created our Home screen layout. In this video, we will begin making changes to our Game screen layout. So, let's get started with it!

Select the 'Game screen' layout from the top bar. Now, we will change the size of the game screen layout just like we did for the Home screen layout. To do that, go to the properties section on the left window pane called layout properties and change the layout size by changing the values to 854, 480.

Now, we will add background to our screen. Also, we'll add 2 plain boxes on which the Injection Use count and the Gameplay timer can be overlaid. We'll follow the same steps as in our last game. We would recommend you to download the video description to follow the step by step process, if forgotten.

Add Background Screen:

Double-click on the screen > Select 'Sprite' option – Name it 'GameImage' > Click on 'Insert' > X sign appears – Left click on the screen > Click on 'Load an image from file' option > Select GameImage from the system – Close the window – Resize and reposition on the screen using anchor points

Add Plain Box for Injection Use Count:

Double-click on the screen > Select 'Sprite' option – Name it 'InjectionCountBox' > Click on 'Insert' > X sign appears – Left click on the screen > Select the "Fill" tool from the pane – Colour the box as per your choice > Close the window – Resize to look like a box using anchor points – Position it on the top left corner of the screen

Add Plain Box for Gameplay Timer:

Double-click on the screen > Select 'Sprite' option – Name it 'TimerBox' > Click on 'Insert' > X sign appears – Left click on the screen > Select the "Fill" tool from the pane – Colour the box as per your choice > Close the window – Resize to look like a box using anchor points – Position it on the top left corner of the screen

Next, we need to add sprites like injection, humans, injection selection button etc. on this layout but we will need another layer for it. So, we'll follow the same process of adding another layer and then adding sprites on it. Follow the steps from the downloaded video description if there is any difficulty.

Add 2 Layers:

Go to the layer section in projects window > Right-click on the Layer 0 > Click the 'Add layer at top' option > Layer 1 is appeared

Right-click on 'Layer 0' > Select 'Rename' option > Rename it 'Game Background Layer' > Click on the 'Lock' to lock the layer

Select 'Layer 1' > Right-click on 'Layer 1' > Select 'Rename' option > Rename it 'Game Play Layer' – Let this layer be selected

Now we'll add an Injection selection button which will be used to activate the injection every time it is clicked.

Add Injection Selection Button:

Double-click on the screen > Select 'Sprite' option – Name it 'InjectionSelectionButton' > Click on 'Insert' > X sign appears – Left click on the screen > Click on 'Load an image from file' option > Select InjectionSelectionButton from the system – Close the window – Resize using anchor points and reposition it below the boxes

Next, let's add Humans to the layout. For our game, we will require 12 different humans in total. You can upload from the repository or download it from the internet. Take care to select 12 distinct ones. The main idea behind our game is to show some of them healthy while some infected. We will indicate this by outlining the human figures with a red or a green border. The Green border would denote healthy humans while the red would denote infected ones. So, do remember to create 2 copies of every human in paint with one having a red border and the other having a green border as shown on the screen.

Double-click on the screen and select 'Sprite' option. Name the image as 'OldMan' and click on 'Insert'. An X sign will appear. Left-click on the screen and click on 'Load an image from file' option from the top bar. As the name of the image suggests, we will upload a human image with red border. Once uploaded, click on close to see the image on the layout. Resize it appropriately and position it accordingly on the screen considering that we'll have to accommodate 11 more humans on the same screen.

Next, as informed earlier, we have to show these humans as healthy and infected based on their contact with others, hence, we need to add animation to it. For this, right-click on the image and select 'Edit animations' option. An Image editor along with Animations window attached to it will open. Right-click on the 'Default' option and select 'Rename'. Rename it to 'Unhealthy' as the red border denotes an infected human. Again, right-click on the Unhealthy option and select 'Add animation' option, rename the new animation created as 'Healthy' and click enter on the keyboard. Select Healthy option in the animation window, then you will see an empty image editor. Click on 'Load an image from file' option from the top bar. Now, upload the green border image copy of the person. Once uploaded, click on close. Your animation is successfully added to the image. Check it once again by double-clicking on the image to see if the 2 states are mentioned in its animation window.

Let's repeat the same steps for adding 11 more humans Please feel free to follow the steps carefully from the video description to add and animate the remaining humans.

For BeardBoy:

TO ADD BEARD BOY ON THE LAYOUT:

Double-Click on "Game Screen" Layout > Select "Sprite" from General section; Name it 'BeardBoy' – Insert > Left-click on the screen – Click on 'Load an image from file' option > Upload 'Beard boy human image with red border' > Close the Editor > Resize & position Brown hair boy appropriately on the screen

TO ADD ANIMATION TO THE BROWN HAIR BOY:

Right-click on 'BeardBoy' image – Select 'Edit animations' option > Right-click on 'Default' option in Animations window – Select 'Rename' – Rename it 'Unhealthy' > Right-click on 'Unhealthy' option – Select 'Add animation' – Rename it 'Healthy'

Select 'Healthy' option in animation window > Click on 'Load an image from file' option > Upload 'Beard boy image with green border' > Close the Editor

For BrownHairBoy:

TO ADD BROWN HAIR BOY ON THE LAYOUT:

Double-Click on "Game Screen" Layout > Select "Sprite" from General section; Name it 'BrownHairBoy' – Insert > Left-click on the screen – Click on 'Load an image from file' option > Upload 'Brown hair boy human image with red border' > Close the Editor > Resize & position Brown hair boy appropriately on the screen

TO ADD ANIMATION TO THE BROWN HAIR BOY:

Right-click on 'BrownHairBoy' image – Select 'Edit animations' option > Right-click on 'Default' option in Animations window – Select 'Rename' – Rename it 'Unhealthy' > Right-click on 'Unhealthy' option – Select 'Add animation' – Rename it 'Healthy'

Select 'Healthy' option in animation window > Click on 'Load an image from file' option > Upload 'Brown hair boy image with green border' > Close the Editor

For CurlyHairGirl:

TO ADD CURLY HAIR GIRL ON THE LAYOUT:

Double-Click on "Game Screen" Layout > Select "Sprite" from General section; Name it 'CurlyHairGirl' – Insert > Left-click on the screen – Click on 'Load an image from file' option > Upload 'Curly Hair Girl human image with red border' > Close the Editor > Resize & position Curly hair girl appropriately on the screen

TO ADD ANIMATION TO THE CURLY HAIR GIRL:

Right-click on 'CurlyHairGirl' image – Select 'Edit animations' option > Right-click on 'Default' option in Animations window – Select 'Rename' – Rename it 'Unhealthy' > Right-click on 'Unhealthy' option – Select 'Add animation' – Rename it 'Healthy'

Select 'Healthy' option in animation window > Click on 'Load an image from file' option > Upload 'Curly hair girl human image with green border' > Close the Editor

For SpectacledBoy:

TO ADD SPECTACLED BOY ON THE LAYOUT:

Double-Click on "Game Screen" Layout > Select "Sprite" from General section; Name it 'SpectacledBoy' – Insert > Left-click on the screen – Click on 'Load an image from file' option > Upload 'Spectacled boy human image with red border' > Close the Editor > Resize & position Spectacled boy appropriately on the screen

TO ADD ANIMATION TO THE SPECTACLED BOY:

Right-click on 'SpectacledBoy' image – Select 'Edit animations' option > Right-click on 'Default' option in Animations window – Select 'Rename' – Rename it 'Unhealthy' > Right-click on 'Unhealthy' option – Select 'Add animation' – Rename it 'Healthy'

Select 'Healthy' option in animation window > Click on 'Load an image from file' option > Upload 'Spectacled boy human image with green border' > Close the Editor

For SpectacledGirl:

TO ADD SPECTACLED GIRL ON THE LAYOUT:

Double-Click on "Game Screen" Layout > Select "Sprite" from General section; Name it 'SpectacledGirl' – Insert > Left-click on the screen – Click on 'Load an image from file' option > Upload 'Spectacled girl human image with red border' > Close the Editor > Resize & position Spectacled girl appropriately on the screen

TO ADD ANIMATION TO THE SPECTACLED GIRL:

Right-click on 'SpectacledGirl' image – Select 'Edit animations' option > Right-click on 'Default' option in Animations window – Select 'Rename' – Rename it 'Unhealthy' > Right-click on 'Unhealthy' option – Select 'Add animation' – Rename it 'Healthy'

Select 'Healthy' option in animation window > Click on 'Load an image from file' option > Upload 'Spectacled girl human image with green border' > Close the Editor

For GoateeBoy:

TO ADD GOATEE BOY ON THE LAYOUT:

Double-Click on "Game Screen" Layout > Select "Sprite" from General section; Name it 'GoateeBoy' – Insert > Left-click on the screen – Click on 'Load an image from file' option > Upload 'Goatee boy human image with red border' > Close the Editor > Resize & position Goatee boy appropriately on the screen

TO ADD ANIMATION TO THE GOATEE BOY:

Right-click on 'GoateeBoy' image – Select 'Edit animations' option > Right-click on 'Default' option in Animations window – Select 'Rename' – Rename it 'Unhealthy' > Right-click on 'Unhealthy' option – Select 'Add animation' – Rename it 'Healthy'

Select 'Healthy' option in animation window > Click on 'Load an image from file' option > Upload 'Goatee boy human image with green border' > Close the Editor

For GreyHairGirl:

TO ADD GREY HAIR GIRL ON THE LAYOUT:

Double-Click on "Game Screen" Layout > Select "Sprite" from General section; Name it 'GreyHairGirl' – Insert > Left-click on the screen – Click on 'Load an image from file' option > Upload 'Gray hair girl human image with red border' > Close the Editor > Resize & position Grey hair girl appropriately on the screen

TO ADD ANIMATION TO THE GREY HAIR GIRL:

Right-click on 'GreyHairGirl' image – Select 'Edit animations' option > Right-click on 'Default' option in Animations window – Select 'Rename' – Rename it 'Unhealthy' > Right-click on 'Unhealthy' option – Select 'Add animation' – Rename it 'Healthy'

Select 'Healthy' option in animation window > Click on 'Load an image from file' option > Upload 'Grey hair girl human image with green border' > Close the Editor

For LongHairGirl:

TO ADD LONG HAIR GIRL ON THE LAYOUT:

Double-Click on “Game Screen” Layout > Select “Sprite” from General section; Name it ‘LongHairGirl’ – Insert > Left-click on the screen – Click on ‘Load an image from file’ option > Upload ‘Long hair girl human image with red border’ > Close the Editor > Resize & position Long hair girl appropriately on the screen

TO ADD ANIMATION TO THE LONG HAIR GIRL:

Right-click on ‘LongHairGirl’ image – Select ‘Edit animations’ option > Right-click on ‘Default’ option in Animations window – Select ‘Rename’ – Rename it ‘Unhealthy’ > Right-click on ‘Unhealthy’ option – Select ‘Add animation’ – Rename it ‘Healthy’

Select ‘Healthy’ option in animation window > Click on ‘Load an image from file’ option > Upload ‘Long hair girl human image with green border’ > Close the Editor

For OrangeHairGirl:

TO ADD ORANGE HAIR GIRL ON THE LAYOUT:

Double-Click on “Game Screen” Layout > Select “Sprite” from General section; Name it ‘OrangeHairGirl’ – Insert > Left-click on the screen – Click on ‘Load an image from file’ option > Upload ‘Orange hair girl human image with red border’ > Close the Editor > Resize & position Orange hair girl appropriately on the screen

TO ADD ANIMATION TO THE ORANGE HAIR GIRL:

Right-click on ‘OrangeHairGirl’ image – Select ‘Edit animations’ option > Right-click on ‘Default’ option in Animations window – Select ‘Rename’ – Rename it ‘Unhealthy’ > Right-click on ‘Unhealthy’ option – Select ‘Add animation’ – Rename it ‘Healthy’

Select ‘Healthy’ option in animation window > Click on ‘Load an image from file’ option > Upload ‘Orange hair girl human image with green border’ > Close the Editor

For PinkHairGirl:

TO ADD PINK HAIR GIRL ON THE LAYOUT:

Double-Click on “Game Screen” Layout > Select “Sprite” from General section; Name it ‘PinkHairGirl’ – Insert > Left-click on the screen – Click on ‘Load an image from file’ option > Upload ‘Pink hair girl human image with red border’ > Close the Editor > Resize & position Pink hair girl appropriately on the screen

TO ADD ANIMATION TO THE PINK HAIR GIRL:

Right-click on 'PinkHairGirl' image – Select 'Edit animations' option > Right-click on 'Default' option in Animations window – Select 'Rename' – Rename it 'Unhealthy' > Right-click on 'Unhealthy' option – Select 'Add animation' – Rename it 'Healthy'

Select 'Healthy' option in animation window > Click on 'Load an image from file' option > Upload 'Pink hair girl human image with green border' > Close the Editor

For ManWithTurban:

TO ADD MAN WITH TURBAN ON THE LAYOUT:

Double-Click on "Game Screen" Layout > Select "Sprite" from General section; Name it 'ManWithTurban' – Insert > Left-click on the screen – Click on 'Load an image from file' option > Upload 'Man with Turban human image with red border' > Close the Editor > Resize & position Man with Turban appropriately on the screen

TO ADD ANIMATION TO THE MAN WITH TURBAN:

Right-click on 'ManWithTurban' image – Select 'Edit animations' option > Right-click on 'Default' option in Animations window – Select 'Rename' – Rename it 'Unhealthy' > Right-click on 'Unhealthy' option – Select 'Add animation' – Rename it 'Healthy'

Select 'Healthy' option in animation window > Click on 'Load an image from file' option > Upload 'Man with Turban human image with green border' > Close the Editor

So, in the end, we have successfully added 12 humans denoting both healthy and unhealthy animations in them.

Great! Till now, we have been able to add some important sprites to our Game Screen layout required for the game design. In our next video, we will continue adding more sprites to the Game Screen layout and move to other layouts.

Till then, keep practicing!

Bye-Bye! See you next time!