

Design the Vaccination Game Layouts – Part III

Hi everyone! Welcome back again!

In the last video, we started designing the Game screen layout and added a few important sprites to it. In this video, we will continue adding more sprites to the Game screen layout.

Let us begin by adding an Injection to the Game screen layout. The purpose of the serum injection will be to vaccinate infected humans. In our game, as soon as the injection touches the infected human, it will cure that human and the others directly connected for some time, before they get re-infected by another strong infected connection.

Let's add an Injection to the game screen layout first and then we would want the injection to change its colour from black to green as soon as it is activated using injection selection button. In order to make this happen, we have to add animation to it. So, create a copy of the injection and edit it in paint to change its colour to green. Now, we'll proceed with the changes. Remember to make sure that only the Game Play Layer is selected. Follow the same steps as performed for the humans. Download the video script to follow step by step process if forgotten.

TO ADD INJECTION ON THE LAYOUT:

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

TO ADD ANIMATION TO THE INJECTION:

Right-click on 'Injection' image – Select 'Edit animations' option > Right-click on 'Default' option in Animations window – Select 'Rename' – Rename it 'Inactive' > Right-click on 'Inactive' option – Select 'Add animation' – Rename it 'Active'

Select 'Active' option in animation window > Click on 'Load an image from file' option > Upload 'Green colored Injection' > Close the Editor

Next, we need to connect all the humans with each other. For that, we will use connecting lines. The line is meant to show the transfer of infection from one human to the other as well as their recovery when the serum touches a particular person. To do that, double-click on the screen and select 'Sprite' option from the general section, name the image as 'Line' and click on 'Insert'. An X sign will appear. Left-click on the screen again to open the image editor. Next, click on 'Load an image from file' option from the top bar. We will upload the image of a line. Once uploaded, click on close to see the image on the layout. Resize it appropriately and place it between 2 humans to connect them as shown on the screen.

Next, we would have to duplicate these lines to connect all humans with each other. Selecting the line sprite is the first step towards duplicating them. Press the control key, click & hold the mouse cursor over the sprite and drag it to another position and finally drop. You will see that the sprite gets duplicated. Repeat the same step 10 more times to have sufficient number of connecting lines.

Use the duplicated lines for linking all the humans as shown on the screen.

So now, we have finished adding all the humans and have also connected them successfully using the lines as you can see on the screen. Let's continue adding the final objects to our game screen layout.

If you remember, we had earlier added 2 plain boxes for showing the Injection Use count and the Gameplay timer. So, it's time to add text objects to display the Injection Use Count and timer. To add text boxes, let's follow the same process as done in the previous game. If you have forgotten, then follow the steps mentioned in the video description.

TO ADD INJECTION COUNT TEXT ON THE LAYOUT:

Double-click on the screen > Select 'Text' option – Name it 'InjectionCount' > Click on 'Insert' > X sign appears – Left click on the screen > Text box appear on the screen

Go to the object type properties section on the left window > Change the Text to 'Injection Count:' at the bottom of properties > Change the colour of the text as per your choice – Select the font option by clicking on '(three dots) ...' > Position it appropriately over the InjectionCountBox to overlay the text

TO ADD GAMEPLAY TIMER TEXT ON THE LAYOUT:

Double-click on the screen > Select 'Text' option – Name it 'Timer' > Click on 'Insert' > X sign appears – Left click on the screen > Text box appear on the screen

Go to the object type properties section on the left window > Change the Text to 'Time Remaining:' at the bottom of properties > Change the colour of the text as per your choice – Select the font option by clicking on '(three dots) ...' > Position it appropriately over the TimerBox to overlay the text

The function of the Timer is to display the countdown for 90 seconds, which is the time limit of the game.

Till now, we have successfully designed the Game screen. Now, it's time to bring changes in the Restart screen.

To do that, first click on the 'Restart screen' layout tab present in the top bar. We will change the size of the restart screen layout just like we did for the Home screen layout. 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 restart button so that the player can restart the game from this screen. 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 'GameOverImage' > Click on 'Insert' > X sign appears – Left click on the screen > Click on 'Load an image from file' option > Select GameOverImage from the system – Close the window – Resize and reposition on the screen using anchor points

Add Restart Button:

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

Great! We can see that the Restart screen design is also complete. In our next video, we will continue designing the other layouts.

Bye-Bye! See you in the next video!