Design the Vaccination Game Layouts – Part IV

Hello everyone! Hope you're doing great!

In the last video, we finished designing the Game screen & Restart screen layout. In this video, we will continue designing the Game won & Rule screen layout.

Let's begin by making the changes in the Game Won screen.

First, click on the 'Game won screen' layout tab present in the top bar. Then, we will change the size of the game won screen layout just like we did for the Home screen layout. For this, 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 the screen so that the Shortest Cure Time and the Current Cure Time of the game can be overlaid on them. 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 'GameWonImage' > Click on 'Insert' > X sign appears – Left click on the screen > Click on 'Load an image from file' option > Select GameWonImage from the system – Close the window – Resize and reposition on the screen using anchor points

Add Plain Box for Shortest Cure Time:

Double-click on the screen > Select 'Sprite' option – Name it 'ShortestTimeBox' > 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 at a suitable place on the screen

Add Plain Box for Current Cure Time:

Double-click on the screen > Select 'Sprite' option – Name it 'CurrentTimeBox' > 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 adjacent to ShortestTimeBox

Next, we would need to add text objects to overlay on these plain boxes but we should be careful not to add them in this layer. 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 Won Layer' > Click on the 'Lock' to lock the layer

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

Now, it's time to add the text objects to display the scores in real-time. To add text boxes, let's follow the same process as done in the previous video for Game screen layout. Follow the process from the video description or fell free to go back to the previous video to understand the process.

TO ADD SHORTEST TIME TEXT ON THE LAYOUT:

Double-click on the screen > Select 'Text' option – Name it 'ShortestTime' > 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 'Shortest Cure Time:' 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 ShortestTimeBox to overlay the text

TO ADD CURRENT TIME TEXT ON THE LAYOUT:

Double-click on the screen > Select 'Text' option – Name it 'CurrentTime' > 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 'Current Cure Time:' 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 CurrentTimeBox to overlay the text

We have successfully added the text boxes. The Shortest Cure Time will display the least time taken by the player so far to cure all infected humans using least injection serum. Current time will show the score of the current game play.

As you see, we are now done with designing the Game Won screen too. Now we should start making changes in the Rule screen.

For this, click on the 'Rule screen' layout tab present in the top bar. We will change the size of the rule 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 will place a game start button here so that the game can also be started from the rule page after the player has read the game rules. We'll follow the same steps as in our last game. We would recommend you to follow the video description for step by step process, if forgotten.

Add Background Screen:

Double-click on the screen > Select 'Sprite' option – Name it 'RuleImage' > Click on 'Insert' > X sign appears – Left click on the screen > Click on 'Load an image from file' option > Select RuleImage from the system (Remember to create your game rules) – Close the window – Resize and reposition on the screen using anchor points

Add Rule Start Button:

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

We are now done with creating all the layouts for our game i.e. 'Home Screen', 'Game Screen', 'Restart Screen', 'Game Won Screen' & 'Rule Screen'. And now it is time to check our screens by clicking on 'Run Layout' in the header section. We will check each layout individually to ascertain if each one of the sprites that was added appears as it was meant to be.

Great! You have finished the task of creating the layouts for our game play.

In the next video, we will learn to code the screens and the sprites associated with them to make our game functional.

Bye-Bye! See you in the next video!