Welcome Screen and Publish the Game

Hello everyone! Welcome back to the game development tutorial using Unity!

So far, we have completed all the basic functionalities required to complete our game! Now, we are going to construct welcome screen for our game. Additionally, we will learn how to publish our game for different platforms.

So, let's start by opening Unity Hub and select the project 'Food Web' that we have been working on. Once it opens, maximize it to full screen. Let's begin by creating welcome panel. Select canvas in the hierarchy window and click on '+' button. Go to UI section and select Panel option. Rename it to 'Welcome Panel'. Right click on it, go to UI and select Image option. Resize the image in the editor window appropriately. Next click on colour option and choose mild mustard shade for it. Right click again on the image, select UI and click on Text. Rename in to 'Title'. Resize and reposition it accordingly to make it look prominent.

Go to the Text section and type 'Welcome!'. Change the font style to bold, font size to 128 and the alignment to be in the center.

Select image in the hierarchy window and click on '+' button again. Select UI option and click on text. Resize and reposition it accordingly to make it look prominent. Change the font size to 64 and type the text as 'Welcome to the Game Development Tutoral.' Reduce the size to 60 to bring it in one line. Rename the text file as 'Description'. Drag the description file in the Image folder to maintain the hierarchy structure.

Right click on description and select duplicate option. Drag to reposition it on the screen. Change the text to Level 1: Select all the animals from the forest scene. In the next line write, Level 2: Create Food Web from the selected animals and score maximum points. Change the font size to 40 and make it left aligned.

Again right click on image, select UI option and click on Button option. Rename it to Start Game Button. Expand it and select the text option. Change the text to 'Start Game'. Tick the best fit option. Select the button again, resize & reposition it accordingly as per your choice. Click on the colour and change it to green. You can choose the colour that appeals to you!

In order to make this panel & button functional. There are 2 functionalities that we would like to happen here is, one is, as soon as we click the start game button, welcome screen should disappear and the second is, timer for level 1 should begin.

So, go to the asset folder, select the scripts folder. Right click on it, select create and choose C sharp script. Rename it WelcomeScript. Double click to open the code editor.

First thing is to delete the start and update function and start by writing

Public void StartGame()

{

}

Here we need to start the timer for Level 1. So, go back to the unity editor, select Level 1 Gameplay script, double click on it to open the code editor.

As we can see that the function that starts the timer i.e. Init function begins as soon as the object is created. This is something which we don't want so we are going to disable it by commenting // *(Say as double back slash)* in the start function. Now, we will define the Init function explicitly.

So, go to the Welcome Screen script and take the reference from Level 1 Game Play script by writing the code before start game function as

Public Level1Gameplay levelGamePlay;

And inside the open parenthesis we will write

LevelGamePlay.Init();

Destroy(gameObject);

What happens here is that the function first starts the timer and then it will destroy the welcome screen.

Go back to unity editor and let the code gets compiled. Select the Welcome Panel. Click on Add component in the Inspector window, type Welcome script and press enter. Drag GameController and drop it in the Level Game Play component.

Next, select the Start Game Button, go to button component and click on '+' option to add on click event. Drag welcome panel to the object field. From the function drop down, select welcomescript option and click on StartGame function.

Click on play option. The moment you click on start game button, the timer & the game starts. Play the game as usual to go to the next level. Create a food web to earn points. So, we have implemented all the functionalities that is required to complete this game, now this marks its completion.

Moving to the last step of the game now, when you're done editing, creating scripts and adding all the functionalities, the last thing you can do is to compile the complete game.

To do that, go to file and select build settings option. A new window opens. Here you will see different kind of platforms that are available to which unity can export your game onto.

Now, I'm going to select Android, and publish our game for it, so the default extension for Android is APK. Next, we need to add scenes of our game. As we already have the scene which we want to compile, so, I chose to delete it to show the process. Click on 'Add Open Scenes', go to the asset folder then scenes. This is a place where our all scenes are present. Drag 'Forest scene' to the build area.

Also, you can see a number associated to the particular scene. This shows the order of scenes if multiple scenes are compiled together.

Click on Build option. A new window opens where you would require to save your game to. Click on new folder, rename it Builds and press enter. Now name the project file as 'Biodiversity' and click on save. Unity will compile the scenes, assets etc. to create the game output. It takes some time to compile the complete project.

As you can see in the folder that Unity has successfully created the APK file for us which is a format that all android device accepts.

With this, we have come to an end of our game development journey with Unity!

I hope you had a lot of fun exploring unity and finding new ways to create games!

It was great learning with all of you. So, keep practicing and keep learning!

Bye Bye!