Code the Vaccination Game Layouts – Part V

Hello everyone! Welcome back again!

In our last video, we have successfully coded the sprites in the Game Screen layout. In this video, we will continue coding the reaming layouts.

So far, we have finished programming the sprites present in the game screen. Before we move on to the next layouts, we'll assign the global variables values for humans to the animations so that they are able to recognize their healthy or unhealthy state based on their values. So, let's continue to do so….

To do that, left click on "Add event", select "System" option and click on 'Next'. Select "Compare variable" from Global & local variables section and click on 'Next'. From the drop-down, select "CurlyHairGirl", comparison to be '=Equal to' and let the value remain 0, click on 'Done'. Now, left click on "Add Action", select "CurlyHairGirl" option and click on 'Next'. Select "Set animation" from Animation section and click on 'Next'. In the Animation field, name the animation as "Unhealthy" and it should run from the beginning only. Similarly, we'll assign value for the healthy state. Download the video description to follow the step by step process.

For CurlyHairGirl (Global Variable & Animation):

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section > From the drop-down, select "CurlyHairGirl"; comparison to be '=Equal to'; Change the value to 1 – Done

Left-click on "Add Action" > Select "CurlyHairGirl" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Healthy"; From beginning – Done

Similarly repeat this whole process of assigning the global variable values to all the remaining 11 humans. Follow the step by step process from the video description to avoid any problem.

For OldMan (Global Variable & Animation):

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section – Next > From the drop-down, select "OldMan"; comparison to be '=Equal to'; Let the value remain 0 – Done

Left-click on "Add Action" > Select "OldMan" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Unhealthy"; From beginning – Done

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section > From the drop-down, select "OldMan"; comparison to be '=Equal to'; Change the value to 1 – Done

Left-click on "Add Action" > Select "OldMan" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Healthy"; From beginning – Done

For BeardBoy (Global Variable & Animation):

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section – Next > From the drop-down, select "BeardBoy"; comparison to be '=Equal to'; Let the value remain 0 – Done

Left-click on "Add Action" > Select "BeardBoy" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Unhealthy"; From beginning – Done

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section > From the drop-down, select "BeardBoy"; comparison to be '=Equal to'; Change the value to 1 – Done

Left-click on "Add Action" > Select "BeardBoy" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Healthy"; From beginning – Done

For BrownHairBoy (Global Variable & Animation):

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section – Next > From the drop-down, select "BrownHairBoy"; comparison to be '=Equal to'; Let the value remain 0 – Done

Left-click on "Add Action" > Select "BrownHairBoy" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Unhealthy"; From beginning – Done

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section > From the drop-down, select "BrownHairBoy"; comparison to be '=Equal to'; Change the value to 1 – Done

Left-click on "Add Action" > Select "BrownHairBoy" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Healthy"; From beginning – Done

For SpectacledBoy (Global Variable & Animation):

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section – Next > From the drop-down, select "SpectacledBoy"; comparison to be '=Equal to'; Let the value remain 0 – Done

Left-click on "Add Action" > Select "SpectacledBoy" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Unhealthy"; From beginning – Done

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section > From the drop-down, select "SpectacledBoy"; comparison to be '=Equal to'; Change the value to 1 – Done

Left-click on "Add Action" > Select "SpectacledBoy" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Healthy"; From beginning – Done

For SpectacledGirl (Global Variable & Animation):

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section – Next > From the drop-down, select "SpectacledGirl"; comparison to be '=Equal to'; Let the value remain 0 – Done

Left-click on "Add Action" > Select "SpectacledGirl" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Unhealthy"; From beginning – Done

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section > From the drop-down, select "SpectacledGirl"; comparison to be '=Equal to'; Change the value to 1 – Done

Left-click on "Add Action" > Select "SpectacledGirl" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Healthy"; From beginning – Done

For OrangeHairGirl (Global Variable & Animation):

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section – Next > From the drop-down, select "OrangeHairGirl"; comparison to be '=Equal to'; Let the value remain 0 – Done

Left-click on "Add Action" > Select "OrangeHairGirl" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Unhealthy"; From beginning – Done

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section > From the drop-down, select "OrangeHairGirl"; comparison to be '=Equal to'; Change the value to 1 – Done

Left-click on "Add Action" > Select "OrangeHairGirl" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Healthy"; From beginning – Done

For GreyHairGirl (Global Variable & Animation):

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section – Next > From the drop-down, select "GreyHairGirl"; comparison to be '=Equal to'; Let the value remain 0 – Done

Left-click on "Add Action" > Select "GreyHairGirl" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Unhealthy"; From beginning – Done

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section > From the drop-down, select "GreyHairGirl"; comparison to be '=Equal to'; Change the value to 1 – Done

Left-click on "Add Action" > Select "GreyHairGirl" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Healthy"; From beginning – Done

For ManWithTurban (Global Variable & Animation):

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section – Next > From the drop-down, select "ManWithTurban"; comparison to be '=Equal to'; Let the value remain 0 – Done

Left-click on "Add Action" > Select "ManWithTurban" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Unhealthy"; From beginning – Done

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section > From the drop-down, select "ManWithTurban"; comparison to be '=Equal to'; Change the value to 1 – Done

Left-click on "Add Action" > Select "ManWithTurban" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Healthy"; From beginning – Done

For LongHairGirl (Global Variable & Animation):

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section – Next > From the drop-down, select "LongHairGirl"; comparison to be '=Equal to'; Let the value remain 0 – Done

Left-click on "Add Action" > Select "LongHairGirl" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Unhealthy"; From beginning – Done

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section > From the drop-down, select "LongHairGirl"; comparison to be '=Equal to'; Change the value to 1 – Done

Left-click on "Add Action" > Select "LongHairGirl" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Healthy"; From beginning – Done

For GoateeBoy (Global Variable & Animation):

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section – Next > From the drop-down, select "GoateeBoy"; comparison to be '=Equal to'; Let the value remain 0 – Done

Left-click on "Add Action" > Select "GoateeBoy" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Unhealthy"; From beginning – Done

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section > From the drop-down, select "GoateeBoy"; comparison to be '=Equal to'; Change the value to 1 – Done

Left-click on "Add Action" > Select "GoateeBoy" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Healthy"; From beginning – Done

For PinkHairGirl (Global Variable & Animation):

Left-click on "Add Event" > Select "System" – Next > Select "Compare variable" from Global & local variables section – Next > From the drop-down, select "PinkHairGirl"; comparison to be '=Equal to'; Let the value remain 0 – Done

Left-click on "Add Action" > Select "PinkHairGirl" – Next > Select "Set animation" from Animation section – Next > Name the animation as "Unhealthy"; From beginning – Done

So, we have successfully finished coding our Game Screen layout.

Let us begin coding the Game Won Screen layout. To do this, go to the Game Won Screen code sheet and right click on the coding area and select 'Add global variable'. Name the variable as 'ShortestCureTime' and set the initial value as 0. Now, I want to show the score of the current game play. To do that, left-click on 'Add event', select 'System' option and click 'Next'. Select 'On start of layout' and click on 'Done'. Left-click on 'Add action', select 'CurrentTime' option and click 'Next'. Select 'Set Text' and click 'Next'. Type **"Current Cure Time: "&Timer** in the box and click on 'Done'. Again left-click on 'Add action', select 'System' option and click 'Next'. Select 'Wait' and click 'Next'. Type **4 seconds** in the box and click on 'Done'. Again left-click on 'Add action', select 'System' option and click 'Next'. Select 'Go to layout' and click 'Next'. From the drop-down, select 'Restart Screen' and click on 'Done'.

Also, I want to show the shortest cure time which is in other terms a kind of highest score achieved. To do that, right-click on the screen to select 'Add group' option. Name it 'Shortest Cure Time Logic'. Now, right-click on the group, select 'Add' and click on 'Add sub-event' option. Select 'System' and click on 'On start of layout'. To save or overwrite score every time, we will store the score in local storage.

To do that, go to the 'Game Won screen layout' and double-click on the screen. Select 'Local storage' from the Data & Storage section and click on 'Done'. Next, come back to the Game Won Screen code. Left-click on 'Add action', select 'LocalStorage' option and click 'Next'. Select 'Check item exists' and click 'Next'. Type **"Lowest Time"** in the box and click on 'Done'.

Again, right-click on the group, select 'Add' and click on 'Add sub-event' option. Select 'LocalStorage' and click on 'On item missing'. Type **"Lowest Time"** in the box and click on 'Done'. Left-click on 'Add action', select 'LocalStorage' option and click 'Next'. Select 'Set item' and click 'Next'. Type **"Lowest Time"** in the key field and change the value to 90. Remember to not put the value in double inverted commas. Click on 'Done'.

Again, right-click on the group, select 'Add' and click on 'Add sub-event' option. Select 'LocalStorage' and click on 'On item exists'. Type **"Lowest Time"** in the box and click on 'Done'. Left-click on 'Add action', select 'LocalStorage' option and click 'Next'. Select 'Get item' and click 'Next'. Type **"Lowest Time"** and click on 'Done'. Again, left-click on 'Add action', select 'System' option and click 'Next'. Select 'Set value' and click 'Next'. From the drop-down, select 'ShortestCureTime' variable. Select the value field and you will see a slightly visible window appearing over the Parameter window. Bring your cursor over it to make it visible. Double-click on

'LocalStorage' and double-click on 'ItemValue'. You will see that a code starts appearing in the value field. Click on 'Done'. Again, left-click on 'Add action', select 'ShortestTime' option and click 'Next'. Select 'Set text' and click 'Next'. Type **"Shortest Cure Time: "&ShortestCureTime** and click on 'Done'. This complete logic will start saving the shortest cure time in the local storage every time it is achieved.

But the shortest cure time should get overwritten only when the current cure time is more less. Let's create logic for it. To do that, left-click on 'Add event', select 'System' option and click 'Next'. Select 'On Compare variable' and click on 'Done'. From the drop-down, select 'ShortestCureTime', comparison to be '> Greater than' and change the value from 0 to **Timer** global variable**.** Click on 'Done'.

Let's add some action to it. Left-click on 'Add action', select 'System' option and click 'Next'. Select 'Set value' and click 'Next'. From the drop-down, select 'ShortestCureTime' and change the value from 0 to **Timer** global variable**.** Click on 'Done'. Again, left-click on 'Add action', select 'LocalStorage' option and click 'Next'. Select 'Get item' and click 'Next'. Type **"Lowest Time"** in the key field and change the value to **Timer** global variable. Remember to not put the value in double inverted commas. Click on 'Done'. Again, left-click on 'Add action', select 'CurrentTime' option and click 'Next'. Select 'Set Text' and click 'Next'. Type **"Record: "&Timer** in the box and click on 'Done'. Again, left-click on 'Add action', select 'ShortestTime' option and click 'Next'. Select 'Set text' and click 'Next'. Type **"Congratulations for New Shortest Cure Time".** Let the statement be in double inverted commas. Click on 'Done'.

So, we are done coding the Game Won Screen. Let's code the Restart and Rule screen to complete the game. Programming for them remains the same as done in the last game. Let's begin with 'Restart Screen Code'. You can follow the process from the video description.

For adding Touch feature to Restart Button:

Go to the 'Restart Screen Code' > Left-click on 'Add event' > Select 'Touch' – Next > Select 'On tap object' option from Gesture section – Done > Click on 'click to choose' to select the object > Choose 'RestartButton' as an object – Done

For adding Button Effect to Restart Button:

Left-click on 'Add Action' > Select 'RestartButton' sprite – Next > Select "Set Scale" from size and position section – Next > Set scale as per your choice (We are setting it to 0.6) – Done

Again left-click on 'Add Action' > Select 'System' option – Next > Select "Wait" from Time section - Next > Set time as 0.1 seconds

Again left-click on 'Add Action' > Select 'RestartButton' sprite – Next > Select "Set Scale" from size and position section – Next > Set scale as per your choice (We are setting it to 0.5) – Done

Again left-click on 'Add Action' > Select 'System' option – Next > Select "Wait" from Time section - Next > Set time as 0.1 seconds

Again left-click on 'Add Action' > Select 'RestartButton' sprite – Next > Select "Set Scale" from size and position section – Next > Set scale to original size (We are setting it back to 0.6) – Done

Again left-click on 'Add Action' > Select 'System' option – Next > Select "Wait" from Time section - Next > Set time as 0.1 seconds

For making Rule Start Button functional:

Left-click on 'Add Action' > Select 'System' option – Next > Select "Go to layout" from General section - Next > From the drop-down, select "Game Screen" layout – Done

Now, let's just initialize all the sprites and variables to starting values as the game will get restarted from here. Programming remains the same as previous game. Follow the step by step process from the video description, if needed.

For resetting the values of sprites and variables:

Left-click on 'Add Action' > Select 'System' – Next > Select "Set value" from Global & local variables section – Next > From the drop down, select 'Timer'; change the value to 0 – Done

Again left-click on 'Add Action' > Select 'System' – Next > Select "Set value" from Global & local variables section – Next > From the drop down, select 'RemainingInjections'; change the value from 0 to 6 – Done

Again left-click on 'Add Action' > Select 'System' – Next > Select "Set OldMan" from Global & local variables section – Next > From the drop down, select 'Timer'; change the value to 0 – Done

Again left-click on 'Add Action' > Select 'System' – Next > Select "Set BeardBoy" from Global & local variables section – Next > From the drop down, select 'Timer'; change the value to 0 – Done

Again left-click on 'Add Action' > Select 'System' – Next > Select "Set BrownHairBoy" from Global & local variables section – Next > From the drop down, select 'Timer'; change the value to 0 – Done

Again left-click on 'Add Action' > Select 'System' – Next > Select "Set CurlyHairGirl" from Global & local variables section – Next > From the drop down, select 'Timer'; change the value to 0 – Done

Again left-click on 'Add Action' > Select 'System' – Next > Select "Set SpectacledBoy" from Global & local variables section – Next > From the drop down, select 'Timer'; change the value to 0 – Done

Again left-click on 'Add Action' > Select 'System' – Next > Select "Set SpectacledGirl" from Global & local variables section – Next > From the drop down, select 'Timer'; change the value to 0 – Done

Again left-click on 'Add Action' > Select 'System' – Next > Select "Set GoateeBoy" from Global & local variables section – Next > From the drop down, select 'Timer'; change the value to 0 – Done

Again left-click on 'Add Action' > Select 'System' – Next > Select "Set GreyHairGirl" from Global & local variables section – Next > From the drop down, select 'Timer'; change the value to 0 – Done

Again left-click on 'Add Action' > Select 'System' – Next > Select "Set LongHairGirl" from Global & local variables section – Next > From the drop down, select 'Timer'; change the value to 0 – Done

Again left-click on 'Add Action' > Select 'System' – Next > Select "Set OrangeHairGirl" from Global & local variables section – Next > From the drop down, select 'Timer'; change the value to 0 – Done

Again left-click on 'Add Action' > Select 'System' – Next > Select "Set PinkHairGirl" from Global & local variables section – Next > From the drop down, select 'Timer'; change the value to 0 – Done

Again left-click on 'Add Action' > Select 'System' – Next > Select "Set ManWithTurban" from Global & local variables section – Next > From the drop down, select 'Timer'; change the value to 0 – Done

So, we are done coding the Restart Screen. Let's code the Rule screen now. You can follow the process from the video description.

For adding Touch feature to Rule Start Button:

Go to the 'Rule Screen Code' > Left-click on 'Add event' > Select 'Touch' – Next > Select 'On tap object' option from Gesture section – Done > Click on 'click to choose' to select the object > Choose 'RuleStartButton' as an object – Done

For adding Button Effect to Rule Start Button:

Left-click on 'Add Action' > Select 'RuleStartButton' sprite – Next > Select "Set Scale" from size and position section – Next > Set scale as per your choice (We are setting it to 0.4) – Done

Again left-click on 'Add Action' > Select 'System' option – Next > Select "Wait" from Time section - Next > Set time as 0.1 seconds

Again left-click on 'Add Action' > Select 'RuleStartButton' sprite – Next > Select "Set Scale" from size and position section – Next > Set scale as per your choice (We are setting it to 0.5) – Done

Again left-click on 'Add Action' > Select 'System' option – Next > Select "Wait" from Time section - Next > Set time as 0.1 seconds

Again left-click on 'Add Action' > Select 'RuleStartButton' sprite – Next > Select "Set Scale" from size and position section – Next > Set scale to original size (We are setting it back to 0.4) – Done

Again left-click on 'Add Action' > Select 'System' option – Next > Select "Wait" from Time section - Next > Set time as 0.1 seconds

For making Rule Start Button functional:

Left-click on 'Add Action' > Select 'System' option – Next > Select "Go to layout" from General section - Next > From the drop-down, select "Main Screen" layout – Done

Bingo! We have completed the game. Let's run the layout to see if everything is working fine. I am sure you are finding the game interesting!

Let's export this game to make as a HTML5 game so that it can be played over the internet as well as to upload on iOS web apps, Facebook games, Chrome web store or Amazon store.

To do that, go to 'File' and select 'Export Object' option. Select the suitable platform for which you want the game and click on 'next'. Chose the location where you want to save your game and click next. Chose the suitable template. I chose 'Normal' and click on 'Export'. Your game is successfully exported and ready for upload.

Hope you had an amazing time learning the construct game development. Keep creating more new games.

Bye then, use the video description to carefully complete this part. See you next time!