Code the Screen Layouts – Part V

Hello everyone! Welcome back. Hope you're doing good!

In the last video, we coded the remaining objects present in the Main Screen layout. In this video, we will finish coding the Game Over Screen or Rule Screen. Shall we begin?

Let us start by going to the 'Game Over Screen Code' event sheet by clicking on it in the Projects section. A blank Game over screen code sheet will open. Let's start coding the 'game over screen' now.

What we want here is, that once the game gets over, the score should get displayed for 4 seconds before it changes to the restart screen. To do this, click on "Add event", select "System" option from the object window and click next. A new window will pop-up. Scroll down to select 'On start of layout' option from Start & end section and click done. We will now add action to it. Click on "Add Action" and select "ScoreBox" object and click on next. Scroll down and select "Set text" option from the Text section and click on next. You will find a new pop-up window where you should type "FinalScore - "&Score in the box. Use the global variable score and not the text one. This code is like an equation which will show the final score on the screen. Click on done. Again, click on "Add Action" and select "System" object and click on next. Scroll down and select "Wait" option from the Time section and click on next. In the new pop-up window that appears, change the value from 1 to 4 seconds and click on done. Click again on "Add Action" and select "System" object and click on next. Select "Go to layout" option from the general section and click on next. A new pop-up

window shows up. From the drop down in layout, select 'Restart Screen' option and click on done.

Next, we will shift our focus to coding the Restart screen. To do this, go to the 'Restart Screen Code' event sheet by clicking on it in the Projects section. A blank Restart screen code sheet will open. After this, click on "Add event", select "TryAgain?" button option from the object window and click next. You will see a new pop-up window open. Select 'On clicked' option from Button section and click done. We will add action to it. Click on "Add Action" and select "System" object and click on next. Select "Go to layout" option from the general section and click on next. A new pop-up window will appear. From the drop down in layout, select 'Main Screen' option and click on done. Again, click on "Add Action" and select "System" object and click on next. Select "Set value" option from Global & local variables section and click on next. A new pop-up window will appear again. From the drop down in variable field, select 'Health' option and change the value from 0 to 6, then click on done. Again, click on "Add Action" and select "System" object and click on next. Select "Set value" option from Global & local variables section and click on next. In the new pop-up window that appears, select 'Timer' option from the drop down in the variable field and change the value from 0 to 120, then click on done. Lastly again, click on "Add Action" and select "System" object and click on next. Select "Set value" option from Global & local variables section and click on next. A new pop-up window appears again. Select 'Score' from the drop down in variable field, and let the value be 0, then click on done.

The next step is to code the 'Rules Screen'.

Go to the 'Rule Screen Code' event sheet by clicking on it in the Projects section. A blank Rule screen code sheet will open. Do remember that we had added a 'RuleStartButton' on the Rule screen. Now, let's get started with coding the rule screen.

Click on "Add event" and scroll down to select "Touch" and click on next. Now add the condition that it gets executed if you touch the button. Select "On tap object" from Gesture Section and click on done. A new window will open for you to select the object on which this condition will be applicable. Click on it, then choose "RuleStartButton" as an object and click on done. You must be very happy that your button has now become clickable.

Now to make this click appear even more realistic we will add an effect known as the button effect. This effect makes the button appear small while it is pressed but as soon as the press is released, the button regains its original size.To do this, click on "Add Action". Select "RuleStartButton" and click on next. A new window will pop-up, scroll down to select "Set Scale" from size and position section. You can set scale as per your desire, we have chosen to add 0.2.

Let's add another action to the event of RuleStartButton to give a slight delay effect to the button. To do this, click on "Add Action". Select the "System" option and click on next. A new window will pop-up, scroll down to select "Wait" from Time section. Set time as 0.1 seconds.

To complete the button effect, we need to increase the size of the button as well. To do this, click on "Add Action". Click on the "RuleStartButton". A new window will pop-up, scroll down to select "Set Scale" from size and position section. Set scale as per your choice but it should be little different from the previous scale chosen. Earlier, we had selected 0.2 scale for pressing the button and now we will opt for 0.3 scale for the time when the press gets released. This action creates the "Button Effect". Now again we have to add a slight delay to make it visible. Again, click on "Add Action" again. Select "System" and click on next. A new window will pop-up, scroll down to select "Wait" from Time section again. Set time to 0.1 seconds.

We have now come to the final part of programming the RuleStartButton which means, if you once click on the button it should take you to the Main Screen layout. To do this, click on "Add Action" to open the action window. Next, select the "System" and click next. Select "Go to layout" from the general section and click on next. The Layout selection window opens. Select "Main Screen layout" from the drop down and click on done. We have added 5 actions to the RuleStartButton i.e. when we click on the RuleStartButton, the button will show a click effect and will go to the main screen. Also, we want to reset all the global variables like score, health and timer. To do that, click on "Add Action". Next, select the "System" and click next. Select "Reset global variables" from the Global & local variables section and click on done.

Bingo! We have coded the complete game.

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

Bye for now. See you again!