

## Design the Screen Layouts – Part II

Hello everyone! Welcome back again!

In our last video, we have started creating the layouts and created our Home screen layout. In this video, we will continue making changes to the Main screen layout. Now, let's change the Main screen layout.

First, click on the 'Main screen' layout tab present in the top bar. We will now add background to our screen. For this, we will follow the same steps as we did while designing the Home screen. Double-click on the screen, select 'Sprite' option from the new object type window, type the name 'MainBackground' and click on 'Insert' button. A X sign will appear following which left-click on the screen to open the Image editor. For this layout, we need an image of a city or ground. Upload an image from the system. Click on 'Load an image from a file' option from the top bar. Once uploaded, click on close X. Grab the anchor points to fit the image to the layout. Before proceeding, let's add 3 boxes for scoring, timer etc. to be overlaid. To do so, let's create a plain box on which the score can be placed. To do that, Double-click on the screen, select 'Sprite' option from the new object type window, type name as 'MainScoreBox' and click on 'Insert' button. After a X sign appears left-click on the screen to open the Image editor. Now select the fill tool from the pane and colour the box as per your choice. Close the window to see the created box. Resize appropriately for it to look like a box and position it on the top left corner of the screen. Create 2 more boxes in the same way. Name them 'MainHealthBox' & 'MainTimerBox' individually. Now Position them at the top center and top right corner of the screen respectively. We now need 2 more layers over the Main Background image layer. One layer for objects like pathogens, humans, antibodies, medicine box etc. and another for game play timer & score board. To do this, we will repeat the layering process again. Go to the layer section in the projects window, add 2 layers over which we'll place the game play sprites & timer scoreboard respectively. To do this, right-click on the Layer 0 and from the sub-menu click 'Add layer at top' option. Rename the Layer 0 to 'Main Screen Background', Layer 1 to 'Object Layer' & Layer 2 to 'Score Layer'. Click on the Lock of Main Screen background layer to lock it. Select the Object Layer, go to the layout and double-click on it to open the Insert new object window. Select 'Sprite' option and name it 'Bacteria' then click on insert. Click on the screen to open the image

editor and from its upload section, upload an image of bacteria that has already been downloaded from the internet and saved on the system. Resize the bacteria appropriately using anchor points and drag to place it at a desired spot on the screen. Repeat this step for adding three more enemies like Protozoa, Worm & Virus. Remember to name them appropriately – “Protozoa’, ‘Worm’ & ‘Virus’ respectively.

Next, I would want to duplicate these enemy sprites to increase their number. To duplicate them, select the bacteria sprite first. Press control key, click & hold the mouse cursor over the sprite and then drag it to another position and drop. You will see that your sprite is duplicated. Repeat the same step for duplicating Protozoa, Worm & Virus as well. You can create as many pathogens as you want by repeating this step many times over.

Let’s now add a medicine box which will be used to shoot the antibodies such as the capsules to kill the pathogens. In our case the pathogens are the different microorganisms. Remember to make sure that only the Object Layer is selected. Now double-click on the layout to open the Insert new object window. Select ‘Sprite’ option, name it ‘MedicineBox’ and click on insert. Now click on the screen to open the image editor and from the upload section, upload an image of a medicine box. Rotate using rotate tool in the image editor and resize the medicine box appropriately using anchor points. Drag to place it on the bottom of the screen.

Next, we will add antibody capsules which will be used as bullets to shoot the pathogens like bacteria, virus etc. to kill them. Repeat the steps as done previously for adding new objects. Now double-click on the layout to open the Insert new object window. Select ‘Sprite’ option, name it ‘AntiBacteria’ and click on insert. Click on the screen to open the image editor and from the upload section, upload an image of an anti-bacteria capsule downloaded from the internet. Resize the capsule appropriately using anchor points. Drag to place it anywhere on the screen for now. Repeat this step for adding 3 more antibody capsules to counter Protozoans, Worms & Viruses. Name the sprite correctly as ‘AntiProtozoa’, ‘AntiWorm’, ‘AntiVirus’ respectively. We’ll code them later to make them look as if they are coming out of the medicine box. You must also

keep in mind that one type of capsule will only be able to kill one type of infection.

We will now add some effect for the time when the capsule hits the pathogen. For this we will need to add a sprite for showing the effect of getting destroyed. To do that, repeat the steps for adding a new object like we did before. Double-click on the layout to open the Insert new object window. Select 'Sprite' option, name it 'BoomEffect' then click on insert. Now click on the screen to open the image editor and from the upload section, upload an image of a boom effect downloaded from the internet. Resize it appropriately using anchor points. Drag to place it anywhere on the screen for the time being.

Great! So far, we have successfully added some important sprites to our main screen layout required for the game design.

In our next video, we will continue adding more sprites to the Main screen layout.

Till then, keep practicing!

Bye-Bye! See you next time!