

Design the Screen Layouts – Part IV

Hello everyone! Hope you're doing great!

In our last video, we have started adding behaviors to the sprites in the main screen layout. In this video, we will continue adding more objects to the main screen layout and making changes to the next screen layouts.

If you remember, we have another layer named 'Score Layer' in the Main Screen layout. So, let's add the objects to show the score, health and timer in this layer too. Before doing any editing in this layer, let's lock the previous 'Object Layer' by clicking on the lock on it.

Now, select the Score Layer, go to the layout and double-click on it to open the Insert new object window. Select 'Text' option from the General section, name it 'Score' and click on insert. As '+' appears on the screen, click on the screen and you will find a text box appearing. Change the details of the text box in the object type properties section on the left side window. Change the Text to 'Score' at the bottom of the properties, change the color of text as per your choice – I have chosen red. Select the font option and click on '(three dots) ...' to open the font settings. Change the font to something that is appealing and also its size. Similarly, repeat this step for adding another Text box named 'Timer'. Timer is added to display the countdown for 120 seconds time limit of the game. Again, double-click on the layout to open the 'Insert new object' window. Select 'Text' option from the General section, name it 'Timer' and click on insert. As '+' appears on the screen, click on the screen to see the text box appearing. Change the details of the text box in the object type properties section. Change the Text to 'Timer' at the bottom of the properties, and change the colour of the text to suit your choice – I have chosen red. Select the font option and click on '...' to open the font settings. Change the font that is appealing and its size too. Again, repeat this step for adding another Text box named 'Health'. Health is added to check the health of the medical box. Double-click on the layout to open the Insert new object window. Select 'Text' option from the General section, name it 'Health' and click on insert. As '+' appears on the screen, click on the screen to see the text box appearing. Change the details of the text box in the object type properties section. Change the Text to 'Box Health' at the bottom of the properties, change the colour of the text to suit your choice – I have chosen red.

Select the font option and click on '(three dots) ...' to open the font settings. Change the font that is appealing and its size too. Remember to select the font, its size, its colour, its position etc. appropriately so that it is clearly visible to the player while playing the game. Position Score, Timer & Health text boxes over the blank boxes created on Main Screen Background layer.

So, we are done with the Main screen. Let's do the changes in the Game Over screen.

First, click on the 'Game Over 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 name as 'GameoverBackground' and click on 'Insert' button. A X sign will appear, then left-click on the screen to open the Image editor. For this layout, we need an image of a to depict game over. 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. Also, I want to show the score of my game here once it ends. So, let's create a plain box first 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 'ScoreBoxRectangle' and click on 'Insert' button. A X sign will appear then 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 it properly to make it look like a box on which score can be overlaid.

Now, let's show a final score to the user. To do that, let's add another layer over which we'll place the score. Right-click on the Layer 0 and from the sub-menu click the 'Add layer at top' option. Rename the Layer 0 as 'Win Background' and click on the Lock to lock the background layer. Select the Layer 1 and rename it to 'ScoreBoxLayout'. Keeping Score Box layer selected, come to the layout and double-click on it to open the Insert new object window. Select 'Text' option from the General section, name it 'ScoreBox' and click on insert. As '+' appears on the screen, click on the screen to see the text box appearing. Change the details of the text box in the object type properties section. Change the Text to



‘Final Score’ at the bottom of the properties, change the colour of the text to suit your choice – I have chosen red. Select the font option and click on ‘...’ to open the font settings. Change the font that is appealing and its size too.

So, we are also done with the Game Over screen.

In our next video, we will continue making changes to the next screen layouts of our game.

Till then, keep practicing! Bye-Bye!