Design the Screen Layouts – Part V

Hello everyone! Welcome back again!

In our last video, we have made the changes in the Game Over Screen layout successfully. In this video, we will continue making changes to the next screen layout. So, Let's do the necessary changes in the Restart screen.

To do this, select on the 'Restart screen' layout tab present in the top bar. We will add background to our screen. We will follow the same steps as we did before while designing the 'Game Over screen'. Double-click on the screen, choose 'Sprite' option from the new object type window, rename it 'RestartBackground' and click on insert button. A X sign will appear. Left-click on the screen to open the Image editor. For this layout, we need an image related to game over or try again? as this screen will only show up once we want to restart the game. Upload an image from the system which you had downloaded from the internet earlier. Once uploaded, click on close X. Grab the anchor points to fit the image to the layout.

Next, we will place 'Try Again?' button on this screen. To do this, go to the layout and double-click on it to open the Insert new object window. Select 'OK' button from the Form Controls section, rename it 'TryAgain?' and click on insert. A X sign will appear. Left-click on the screen to make OK button appear. Resize the button using anchor points and drag to position it properly on the screen. Under the properties section at the bottom, rename the Text to 'Try Again?'.

As you see we are now done with the Restart screen too. Now let's begin to make changes in the Rules screen.

To do this, select on the 'Rule screen' layout tab present in the top bar. We will add background to our screen. To accomplish this, we will follow the same steps as we did while designing the 'Restart screen'. Double-click on the screen, choose 'Sprite' option from the new object type window, rename it 'RuleBackground' and click on insert button. A X sign will appear. Left-click on the screen to open the Image editor. For this layout, we need an image related to game rule list as this screen will show up only when we want to read the game rules. In my case, I have created a rule page image in paint already, So, upload

that image from the system. Once uploaded, click on close X. Grab the anchor points to fit the image to the layout.

Next, we will place a start button here as well so that the game can be started from here once the game rules have been read. To do this, double-click on the layout to open the Insert new object window, select 'Sprite' option, name it 'RuleStartButton' and click on insert, a X sign will appear. Left-click on the screen to open the image editor and from the upload section, upload the same Start button image. Resize the button using anchor points and drag to position it properly on the screen.

We are now done with creating all the layouts for our game i.e. 'Home Screen', 'Main Screen', 'Game Over Screen', 'Restart Screen' & 'Rule Screen'. It is time to check our screens by clicking on 'Run Layout' in the header section. We will check each layout individually to ascertain if each sprite that we added is appearing as it was meant to.

Great! You have finished the task of creating the layout for our game play.

In the next video, we will learn to code the screens and the sprites associated with them to make our game functional.

Bye-Bye! See you soon!