Prevent Ozone Depletion – Part IV

Hello friends. Welcome back to the last video in our game on preventing depletion of the ozone layer. Our game is almost ready given that we have designed the screen and coded our sprite and gas bubbles. In this video, we will create the welcome and game over screens to give a professional look to our game.

First, let us create the welcome or main home screen. Make a new sprite by choosing the paint option. Draw a rectangle on the screen and fill it with a colour of your choice. Select the text tool and set a colour such that it is visible on the screen. Type a nice welcome message and inform the players what the mission of the game is so as to create awareness about the importance of saving the ozone layer from harmful gases. Stylise the text to make it look interesting. Position the rectangle at the centre of the screen. Rename the sprite to Welcome.

Code the Welcome screen so that it shows itself as soon as the game starts or when the flag is clicked. Drag 'when flag clicked' block from the events section to the code editor window and attach 'show' from the looks section to it.

Now, let us add a Play button to start the game. Create another sprite by clicking on the cat icon and selecting paint. Choose a colour and create a small rectangle at the center that looks like a button. Use the Text tool to write 'Play'. Adjust the size of the text and position the play button properly. Rename the sprite to play.

Code the play button sprite. Drag 'when flag clicked' block from the events section and attach 'show' block from the looks section. This will make the play button visible once the flag is clicked. Once the play sprite is clicked, it should tell all other sprites to start.

Drag 'when this sprite clicked' from the events section to the code editor and attach 'broadcast message' from the same section. Select 'new message' option from the drop down and set message as 'StartGame'.

We should also hide the play button. Drag 'hide' block from the looks section and attach it to the 'broadcast StartGame' block.

The 'StartGame' message should be heard by the 'Welcome' screen and it should hide itself. Go to the welcome sprite and drag 'when I receive message' from the events section to the code editor. Change it to 'StartGame' from the drop down. Go to the looks section and drag 'hide' block and attach to the 'when I receive StartGame' block.

We need to make a few more changes to ensure that our play button has the desired effect. The car should start moving only when the play button is clicked. Go to the car sprite and drag 'when I receive message' from the events section. Change it to 'StartGame' from the drop down. Move the logic for the movement of the car and attach it to the 'when I receive StartGame' block.

Let us go to the gas bubbles sprite now. Gas bubbles should start getting generated in tandem with the car movement only when the game starts. In the code editor, drag 'when I receive message' from the events section. Change it to 'StartGame' from the drop down. Attach show block from the looks section. Move the logic for the creation of the bubbles and attach it to the 'when I receive StartGame' block.

Time to make changes in the Ozone Layer Sprite. It should become visible only after the game starts. Go to the code window, drag the 'hide' block from the looks section and place it between 'when flag clicked' and 'set GameOver to 0' blocks. Drag 'when I receive message' from the events section, change it to 'StartGame' from the drop down and attach the 'show' block to it.

Let us run the game and test. Our welcome screen or main home is working fine. When the flag is clicked, the ozone layer gets hidden and when we click play, the game begins.

Let us create our Game Over screen now like we created the Welcome screen. Duplicate the Welcome sprite. Change the name of the duplicated sprite to 'Game Over'

Go to the costumes section of this sprite. Change the 'Welcome' text to 'Game Over'. Do not forget to tell the player why the game is over. We are saying - 'Sorry'! The Ozone Layer has been damaged'. If you want, you can change the font and colour. Position the text and the whole game over screen properly.

We need to code this sprite to show the screen only after the game is over. Go to the code tab for the Game Over sprite and delete the earlier code that appears there. Drag 'when flag clicked' from the events section to the code editor and attach 'hide' block from the looks section. From the variables section, Drag 'set variable to 0' and attach it to the hide block. Change the variable to 'GameOver' from the drop down.

Drag 'wait until' block from the control section and attach to 'set GameOver to 0' block. Go to the operators section and drag 'equal to' operator and place it inside the <hexagonal slot>. From the variables section, drag the 'GameOver' to the left-hand slot of the operator. Change the value of the right-hand slot from 50 to 1. Go to the looks section and drag 'show' block and attach it to the 'wait until GameOver = 1' block. This piece of code ensures that the Game Over screen will become visible only when the GameOver variable becomes 1.

Test your game. It seems perfect!

Play the game with your friends and spread awareness about the fact that each of us has a role to play in preventing the ozone layer from getting depleted both in the game and in real life.

You can add more features and special effects to improve the game further. Keep practicing and keep having fun with Scratch.

This is your friend Anita signing off. Bye - Bye!