Design the Vaccination Game Layouts – Part III

Hi everyone! Welcome back again!

In the last video, we started designing the Game screen layout and added a few important sprites to it. In this video, we will continue adding more sprites to the Game screen layout.

Let us begin by adding an Injection to the Game screen layout. The purpose of the serum injection will be to vaccinate infected humans. In our game, as soon as the injection touches the infected human, it will cure that human and the others directly connected for some time, before they get re-infected by another strong infected connection.

Let's add an Injection to the game screen layout first and then we would want the injection to change its colour from black to green as soon as it is activated using injection selection button. In order to make this happen, we have to add animation to it. So, create a copy of the injection and edit it in paint to change its colour to green. Now, we'll proceed with the changes. Remember to make sure that only the Game Play Layer is selected. Follow the same steps as performed for the humans. Download the video script to follow step by step process if forgotten.

TO ADD INJECTION ON THE LAYOUT:

Double-click on the screen > Select 'Sprite' option – Name it 'Injection' > Click on 'Insert' > X sign appears – Left click on the screen > Click on 'Load an image from file' option > Select Black Injection from the system – Close the window – Resize using anchor points and reposition on the screen below the Injection Selection Button

TO ADD ANIMATION TO THE INJECTION:

Right-click on 'Injection' image – Select 'Edit animations' option > Right-click on 'Default' option in Animations window – Select 'Rename' – Rename it 'Inactive' > Right-click on 'Inactive' option – Select 'Add animation' – Rename it 'Active'

Select 'Active' option in animation window > Click on 'Load an image from file' option > Upload 'Green colored Injection' > Close the Editor

Next, we need to connect all the humans with each other. For that, we will use connecting lines. The line is meant to show the transfer of infection from one human to the other as well as their recovery when the serum touches a particular person. To do that, double-click on the screen and select 'Sprite' option from the general section, name the image as 'Line' and click on 'Insert'. An X sign will appear. Left-click on the screen again to open the image editor. Next, click on 'Load an image from file' option from the top bar. We will upload the image

of a line. Once uploaded, click on close to see the image on the layout. Resize it appropriately and place it between 2 humans to connect them as shown on the screen.

Next, we would have to duplicate these lines to connect all humans with each other. Selecting the line sprite is the first step towards duplicating them. Press the control key, click & hold the mouse cursor over the sprite and drag it to another position and finally drop. You will see that the sprite gets duplicated. Repeat the same step 10 more times to have sufficient number of connecting lines.

Use the duplicated lines for linking all the humans as shown on the screen.

So now, we have finished adding all the humans and have also connected them successfully using the lines as you can see on the screen. Let's continue adding the final objects to our game screen layout.

If you remember, we had earlier added 2 plain boxes for showing the Injection Use count and the Gameplay timer. So, it's time to add text objects to display the Injection Use Count and timer. To add text boxes, let's follow the same process as done in the previous game. If you have forgotten, then follow the steps mentioned in the video description.

TO ADD INJECTION COUNT TEXT ON THE LAYOUT:

Double-click on the screen > Select 'Text' option – Name it 'InjectionCount' > Click on 'Insert' > X sign appears – Left click on the screen > Text box appear on the screen

Go to the object type properties section on the left window > Change the Text to 'Injection Count:' at the bottom of properties > Change the colour of the text as per your choice – Select the font option by clicking on '(three dots) …' > Position it appropriately over the InjectionCountBox to overlay the text

TO ADD GAMEPLAY TIMER TEXT ON THE LAYOUT:

Double-click on the screen > Select 'Text' option – Name it 'Timer' > Click on 'Insert' > X sign appears – Left click on the screen > Text box appear on the screen

Go to the object type properties section on the left window > Change the Text to 'Time Remaining:' at the bottom of properties > Change the colour of the text as per your choice – Select the font option by clicking on '(three dots) …' > Position it appropriately over the TimerBox to overlay the text

The function of the Timer is to display the countdown for 90 seconds, which is the time limit of the game.

Till now, we have successfully designed the Game screen. Now, it's time to bring changes in the Restart screen.

To do that, first click on the 'Restart screen' layout tab present in the top bar. We will change the size of the restart screen layout just like we did for the Home screen layout. Go to the properties section on the left window pane called layout properties and change the layout size by changing the values to 854, 480.

Now, we will add background to our screen. Also, we'll add restart button so that the player can restart the game from this screen. We'll follow the same steps as in our last game. We would recommend you to download the video description to follow the step by step process, if forgotten.

Add Background Screen:

Double-click on the screen > Select 'Sprite' option – Name it 'GameOverImage' > Click on 'Insert' > X sign appears – Left click on the screen > Click on 'Load an image from file' option > Select GameOverImage from the system – Close the window – Resize and reposition on the screen using anchor points

Add Restart Button:

Double-click on the screen > Select 'Sprite' option – Name it 'RestartButton' > Click on 'Insert' > X sign appears – Left click on the screen > Click on 'Load an image from file' option > Select RestartButton from the system – Close the window – Resize using anchor points and reposition it appropriately on the screen

Great! We can see that the Restart screen design is also complete. In our next video, we will continue designing the other layouts.

Bye-Bye! See you in the next video!

<u>**HINDI VERSION**</u>

<u>Design the Vaccination Game Layouts – Part III</u>

Hi everyone! आप सब का फिर से स्वागत!

Last video में, हमने Game screen layout को design करना शुरू किया और इसमें कुछ important sprite add किया। इस video में, हम Game screen layout में और sprites add करना continue रखेंगे।

Game screen layout में एक injection add करके शुरू करते हैं। serum injection का aim infected humans को vaccinate करना होगा। हमारे game में, जैसे ही injection infected humanको touch करेगा , यह उस human और बाकी लोग directly उससे connected है उनको कुछ time के लिए ठीक कर देगा, इससे पहले कि वे एक और strong infected connection से dobara infected हो जाएं।

आइए सबसे पहले Game screen layout में एक injection add करें और फिर हम चाहते है की जैसे ही injection injection selection button का use करके activate हो इसका colour black से green हो जाए। ऐसा करने के लिए, हमें इसमें animation add करना होगा। इसलिय , injection की एक copy बनाएं और इसे paint में edit करें ताकि इसका colour green हो जाए। अब, हम changes के साथ आगे बढ़ेंगे। यह पक्का करना याद रखें कि केवल Game Play Layer को select किया गया हो। same steps का follow करें जो humans के लिय perform किया था । अगर भूल गये हों तो पर step बाई step follow करने के लिए video script download करें।

TO ADD INJECTION ON THE LAYOUT:

Double-click on the screen > Select 'Sprite' option – Name it 'Injection' > Click on 'Insert' > X sign appears – Left click on the screen > Click on 'Load an image from file' option > Select Black Injection from the system – Close the window – Resize using anchor points and reposition on the screen below the Injection Selection Button

TO ADD ANIMATION TO THE INJECTION:

Right-click on 'Injection' image – Select 'Edit animations' option > Right-click on 'Default' option in Animations window – Select 'Rename' – Rename it 'Inactive' > Right-click on 'Inactive' option – Select 'Add animation' – Rename it 'Active'

Select 'Active' option in animation window > Click on 'Load an image from file' option > Upload 'Green colored Injection' > Close the Editor

इसके बाद, हमें सभी humans को एक-दूसरे से connect करने की जरूरत है। उसके लिए, हम connecting lines का use करेंगे। ये line जब serum किसी को touch करता है उसकी recovery दिखाने और एक person से दूसरे person में infection के transfer को दिखाने के लिए होता है , ऐसा करने के लिए, screen पर double-click करें और general section से 'sprite' option चुनें, image को 'line' नाम दें और 'insert' परclick करें। एक X sign दिखाई देगा। image editor open करने के लिए screen पर फिर से

left-click करें। अब, top बार से 'Load an image from file' option पर click करें। हम एक line की image upload करेंगे। upload होने के बाद, layout पर image को देखने के लिए close पर click करें। इसे सही size दें और और इसे दो humans के बीच में रखें जैसा की screen पर दिखाया गया है

अब, हमें सभी humans को एक-दूसरे से connect करने के लिए इन lines की duplicate बनाएं। line sprite को चुनना उन्हें duplicate करने का first step है। control key को press करें , mouse cursor को sprite पर click और hold करें और उसे दूसरी position तक खींचें और last में drop कर दें। आप देखेंगे कि sprite duplicate हो जाता है। connect करने वाली lines sufficient number में हो इसके लिय के लिए एक ही step को 10 times repeat करें।

screen पर दिखाए गए according सभी humans को add करने के लिए duplicate lines का use करें।

अब, हमने सभी humans को add करना पूरा कर लिया है और उन्हें उन lines का use करके successfully add किया है जैसा कि आप screen पर देख सकते हैं। चलिय हमारे Game screen layout में final objects को add करना continue रखें।

अगर आपको याद है, तो हमने पहले Injection Use count और Gameplay timer दिखाने के लिए दो plain boxes add किय थे। इसलिए, यह Injection Use count और Gameplay timer दिखाने के लिए text objects को add करने का time है। text box add करने के लिए, उसी process को follow करें जैसा कि गेम में किया गया था। अगर आप भूल गए हैं, तो video description में बताये गए steps को follow करें।

TO ADD INJECTION COUNT TEXT ON THE LAYOUT:

Double-click on the screen > Select 'Text' option – Name it 'InjectionCount' > Click on 'Insert' > X sign appears – Left click on the screen > Text box appear on the screen

Go to the object type properties section on the left window > Change the Text to 'Injection Count:' at the bottom of properties > Change the colour of the text as per your choice – Select the font option by clicking on '(three dots) …' > Position it appropriately over the InjectionCountBox to overlay the text

TO ADD GAMEPLAY TIMER TEXT ON THE LAYOUT:

Double-click on the screen > Select 'Text' option – Name it 'Timer' > Click on 'Insert' > X sign appears – Left click on the screen > Text box appear on the screen

Go to the object type properties section on the left window > Change the Text to 'Time Remaining:' at the bottom of properties > Change the colour of the text as per your choice – Select the font option by clicking on '(three dots) …' > Position it appropriately over the TimerBox to overlay the text

timer का काम 90 सेकंड के लिए countdown दिखाना है, जो कि game की time limit है।

अब तक, हमने game screen को successfully design किया है। अब, Restart screen में changes लाने का time आ गया है।

ऐसा करने के लिए, पहले top bar में present 'Restart screen' layout tab पर click करें। हम restart screen layout का size को वैसे ही change करेंगे जैसे हमने Home screen layout के लिए किया था। left window pane पर properties section पर जाएँ जिसे layout properties कहा जाता है और values को 854, 480 में change करके layout का size बदलें।

अब, हम अपनी screen पर background add करेंगे। साथ ही, हम restart button भी add करेंगे ताकि player इस screen से game को restart कर सके। हम उसी steps को follow करेंगे जो हमने अपने पिछले game में किया था। अगर आप भूल गए हैं, तो हम आपको step by step process को follow करने के लिए video description download करने की सलाह देंगे।

Add Background Screen:

great! हम देख सकते हैं कि Restart screen design भी पूरा कर लिया है। हमारे अगले video में, हम बाकी layouts को design करना continue रखेंगे।

bye! मिलते हैं next video में!