Design the Vaccination Game Layouts – Part IV

Hello everyone! Hope you're doing great!

In the last video, we finished designing the Game screen & Restart screen layout. In this video, we will continue designing the Game won & Rule screen layout.

Let's begin by making the changes in the Game Won screen.

First, click on the 'Game won screen' layout tab present in the top bar. Then, we will change the size of the game won screen layout just like we did for the Home screen layout. For this, 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 2 plain boxes on the screen so that the Shortest Cure Time and the Current Cure Time of the game can be overlaid on them. 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 'GameWonImage' > Click on 'Insert' > X sign appears – Left click on the screen > Click on 'Load an image from file' option > Select GameWonImage from the system – Close the window – Resize and reposition on the screen using anchor points

Add Plain Box for Shortest Cure Time:

Double-click on the screen > Select 'Sprite' option – Name it 'ShortestTimeBox' > Click on 'Insert' > X sign appears – Left click on the screen > Select the "Fill" tool from the pane – Colour the box as per your choice > Close the window – Resize to look like a box using anchor points – Position it at a suitable place on the screen

Add Plain Box for Current Cure Time:

Double-click on the screen > Select 'Sprite' option – Name it 'CurrentTimeBox' > Click on 'Insert' > X sign appears – Left click on the screen > Select the "Fill" tool from the pane – Colour the box as per your choice > Close the window – Resize to look like a box using anchor points – Position it adjacent to ShortestTimeBox

Next, we would need to add text objects to overlay on these plain boxes but we should be careful not to add them in this layer. So, we'll follow the same process of adding another layer and then adding sprites on it. Follow the steps from the downloaded video description if there is any difficulty.

Add 2 Layers:

Go to the layer section in projects window > Right-click on the Layer 0 > Click the 'Add layer at top' option > Layer 1 is appeared

Right-click on 'Layer 0' > Select 'Rename' option > Rename it 'Game Won Layer' > Click on the 'Lock' to lock the layer

Select 'Layer 1' > Right-click on 'Layer 1' > Select 'Rename' option > Rename it 'Game Score Layer' – Let this layer be selected

Now, it's time to add the text objects to display the scores in real-time. To add text boxes, let's follow the same process as done in the previous video for Game screen layout. Follow the process from the video description or fell free to go back to the previous video to understand the process.

TO ADD SHORTEST TIME TEXT ON THE LAYOUT:

Double-click on the screen > Select 'Text' option – Name it 'ShortestTime' > 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 'Shortest Cure Time:' 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 ShortestTimeBox to overlay the text

TO ADD CURRENT TIME TEXT ON THE LAYOUT:

Double-click on the screen > Select 'Text' option – Name it 'CurrentTime' > 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 'Current Cure Time:' 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 CurrentTimeBox to overlay the text

We have successfully added the text boxes. The Shortest Cure Time will display the least time taken by the player so far to cure all infected humans using least injection serum. Current time will show the score of the current game play.

As you see, we are now done with designing the Game Won screen too. Now we should start making changes in the Rule screen.

For this, click on the 'Rule screen' layout tab present in the top bar. We will change the size of the rule screen layout just like we did for the Home screen layout. To do that, 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 will place a game start button here so that the game can also be started from the rule page after the player has read the game rules. We'll follow the same steps as in our last game. We would recommend you to follow the video description for step by step process, if forgotten.

Add Background Screen:

Double-click on the screen > Select 'Sprite' option – Name it 'RuleImage' > Click on 'Insert' > X sign appears – Left click on the screen > Click on 'Load an image from file' option > Select RuleImage from the system (Remember to create your game rules) – Close the window – Resize and reposition on the screen using anchor points

Add Rule Start Button:

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

We are now done with creating all the layouts for our game i.e. 'Home Screen', 'Game Screen', 'Restart Screen', 'Game Won Screen' & 'Rule Screen'. And now 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 one of the sprites that was added appears as it was meant to be.

Great! You have finished the task of creating the layouts 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 in the next video!

HINDI VERSION

Design the Vaccination Game Layouts – Part IV

Hello everyone! उम्मीद है कि आप बहुत अच्छा कर रहे हैं!

पिछले video में, हमने game screen और restart screen layout का design तैयार किया। इस video में, हम game won & Rule screen layout को design करना continue रखेंगे।

चलिए **Game Won screen** में **change** करते हैं।

सबसे पहले, top bar में present 'Game won screen' layout tab पर click करें। फिर, हम game won screen layout के size को change करेंगे जैसे हमने home screen layout के लिए किया था। इसके लिए 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। इसके अलावा, हम screen पर दो plain boxes add करेंगे ताकि game का Shortest Cure Time और Current Cure Time उन पर रखा जा 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:

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

Add Plain Box for Shortest Cure Time:

Double-click on the screen > Select 'Sprite' option – Name it 'ShortestTimeBox' > Click on 'Insert' > X sign appears – Left click on the screen > Select the "Fill" tool from the pane – Colour the box as per your choice > Close the window – Resize to look like a box using anchor points – Position it at a suitable place on the screen

Add Plain Box for Current Cure Time:

Double-click on the screen > Select 'Sprite' option – Name it 'CurrentTimeBox' > Click on 'Insert' > X sign appears – Left click on the screen > Select the "Fill" tool from the pane –

Colour the box as per your choice > Close the window – Resize to look like a box using anchor points – Position it adjacent to ShortestTimeBox

इसके बाद, हमें इन plain boxes पर रखने के लिए text objects add की जरुरत होगी, लेकिन हमें careful रहना की इस layer में उन्हें नहीं add करना । तो, हम एक और layer add करने के लिय same process foकरेंगे और फिर उस पर sprites add करेंगे। कोई भी dificullty होने पर download किए गए video description से steps को follow करें।

Add 2 Layers:

Go to the layer section in projects window > Right-click on the Layer 0 > Click the 'Add layer at top' option > Layer 1 is appeared

Right-click on 'Layer 0' > Select 'Rename' option > Rename it 'Game Won Layer' > Click on the 'Lock' to lock the layer

Select 'Layer 1' > Right-click on 'Layer 1' > Select 'Rename' option > Rename it 'Game Score Layer' – Let this layer be selected

अब, real time scores दिखाने के लिए text objects को add करने का time है। text boxes add करने के लिए, उसी process को follow करें जैसा कि पिछले गेम में किया गया था। अगर आप भूल गए हैं, तो video description में बताये गए steps को follow करें या पहले के videos पर जायें।

TO ADD SHORTEST TIME TEXT ON THE LAYOUT:

Double-click on the screen > Select 'Text' option – Name it 'ShortestTime' > 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 'Shortest Cure Time:' 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 ShortestTimeBox to overlay the text

हमने text boxes को successfully add कर दिया है। Shortest Cure Time   serum injection का use करके सभी infected humans को ठीक करने के लिए player द्वारा लिय गए कम से कम time को दिखायगा। Current time   current game play का score दिखाएगा।

जैसा कि आप देख रहे हैं, अब हमने Game Won screen को design करने का काम पूरा कर लिया है। अब हम Rule screen में change करेंगे।

इसके लिए top bar में मौजूद 'रूल screen' layout tab पर click हम rule screen layout के size को change करेंगे जैसे हमने home screen layout के लिए किया था। इसके लिए 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। इसके अलावा, हम यहां game start button भी लगाएंगे ताकि player के game rules को पढने के बाद game को rule page से भी start किया जा 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।

अब हम अपने game के सभी layouts यानी 'home screen', 'game screen', 'restart screen', 'Game Won Screen'और 'Rule Screen' बना लिया हैं। और अब header section में 'Run Layout' पर click करके हमारी screen को test करने का time है। हम सभी layout को अलग अलग check test करेंगे ताकि ये पक्का हो सके की जो sprites add किया है वो वैसा ही दिखाई दे रहा है जैसा उसे दिखाई देना चाहिए था।

greatहमारे game play के लिय layout बनाने का काम पूरा कर लिया है।

अगले video में, हम अपने game से related screen और sprites को code करना सीखेंगे।

bye! मिलते हैं अगले video में!