

Game Dev: UI Input

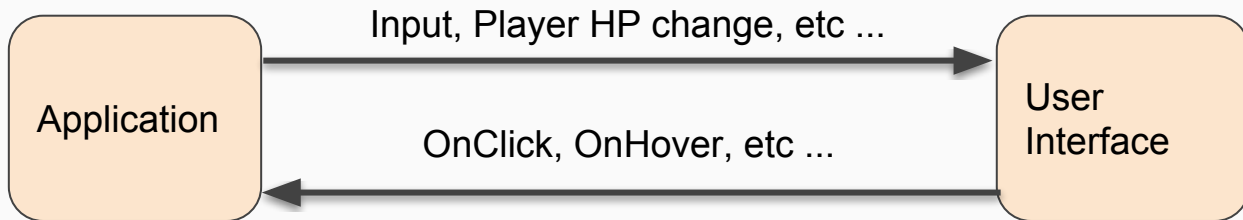
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Input & UI

Some basics:

- Have debug functionality that draw all rectangles that the UI uses (use F8)
- Remember: there must be communication between UI and other modules



Input & UI

- We want our UI to react to Input Events in different ways:
 - When mouse clicks on the rectangle
 - When mouse enters/leaves the rectangle (“hover”)
 - What else would you add here ?
- How do we react to those events ?
 - Change the image of the UI (make it “shine”)
 - Execute some logic
 - What else ?

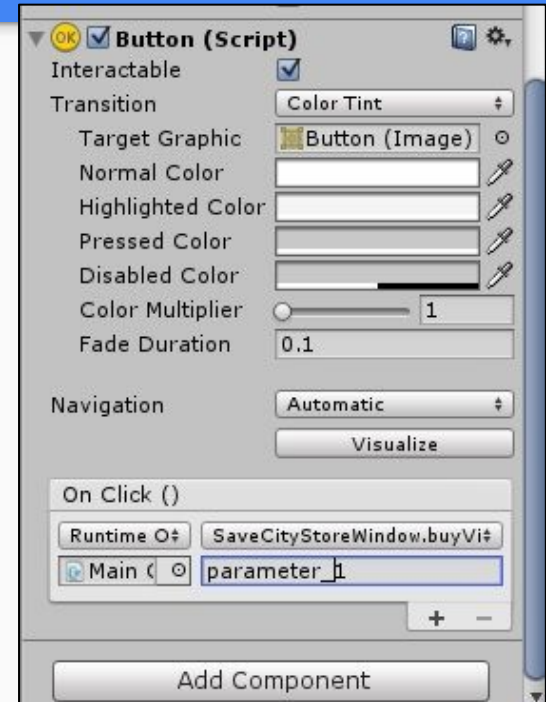
About the solution

Check solution.exe

- Normal Button coords are {0,113,229,69} - hover state
- Bright Button coords are {411,169,229,69} - click state
- Dark Button coords are {642,169,229,69} - normal state

Unity Button Widget

- Check Unity's way to create [UI buttons](#)
- It's simple and allows variety
- What can you replicate ?



Homework

- **UPDATE YOUR UML** with any structural change that you might have done
- You should be able to implement full buttons easily now
 - Try having the buttons with today's functionality embedded (3 sprites)
 - And capabilities to "colorize" any UI (check how rectangles are drawn to see color options)
- Enable that pressing TAB we visit each UI element and give the focus
- Add a new event to receive and lose focus