

# Game Dev: UI Basics

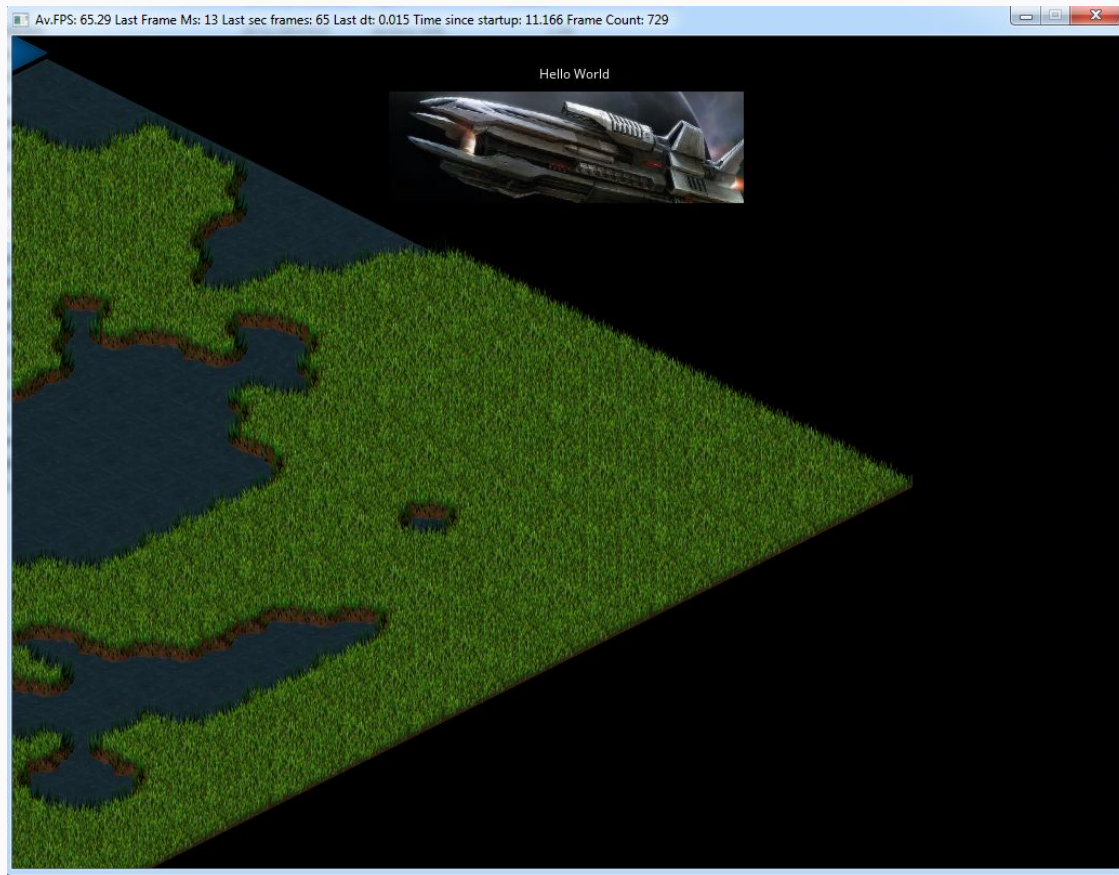
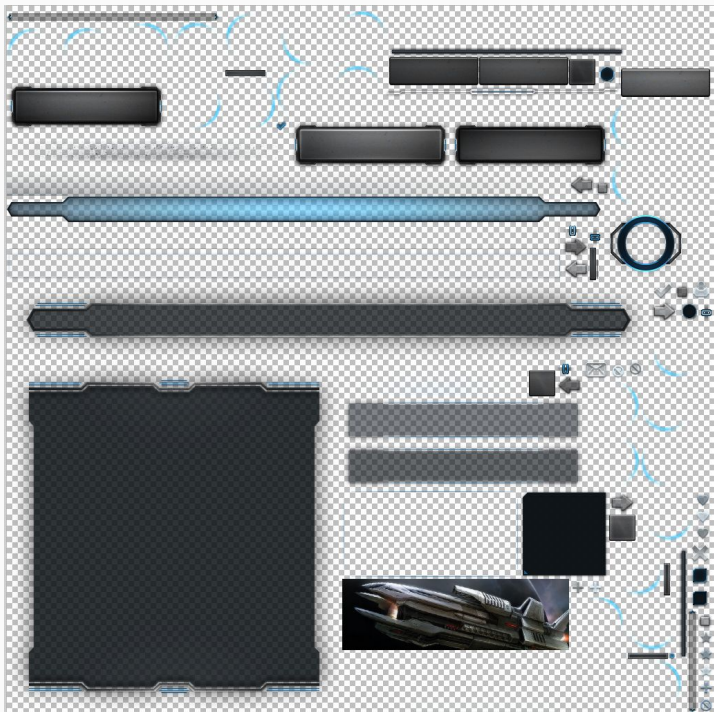
Ricard Pillosu



# User Interface in video games

- Grab your UI structure and implement it to achieve the first results
- In the UI the spritesheet is normally called an “atlas”
- Your goal is to **only** create the result of solution.exe
- *ModuleFont* is already created (including a default font in fonts/ folder)
- *ModuleGUI* is just an empty skeleton but deals with atlas loading
- Atlas included in gui/ folder

## Atlas and expected result



# TODO 1

*“Create your structure of classes”*

- Now apply your design choices to code
- You could use another file instead
- Keep it simple for now

# TODO 2

*“Create the factory methods”*

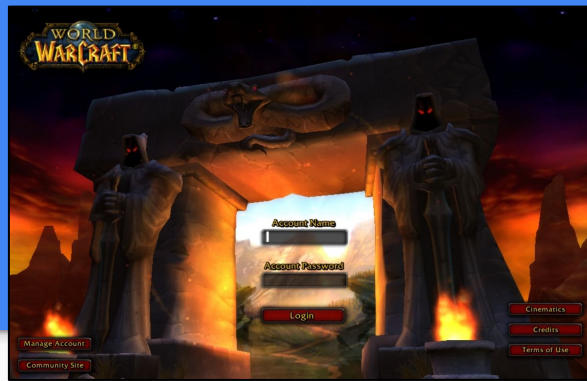
- Those are the methods that external modules can use
- They should return a pointer to be used to work with the UI element
- Remember that each **new** must have a **delete** somewhere!

# TODO 3

*"Create the image (rect {485, 829, 328, 103}) and the text "Hello World" as UI elements"*

- Now let's produce the same result as solution.exe
- Just create the UI elements and they should work automatically
- The text is 25 pixels above the image centered in it's middle

# Homework



- Add a factory method to create an image from a file that is not in the atlas
- Try emulating the World of Warcraft login screen! (all but input text)
- Find an WoW UI art package in PNG format in campus web
- Including original WoW fonts