

# Game Dev: UI Basics

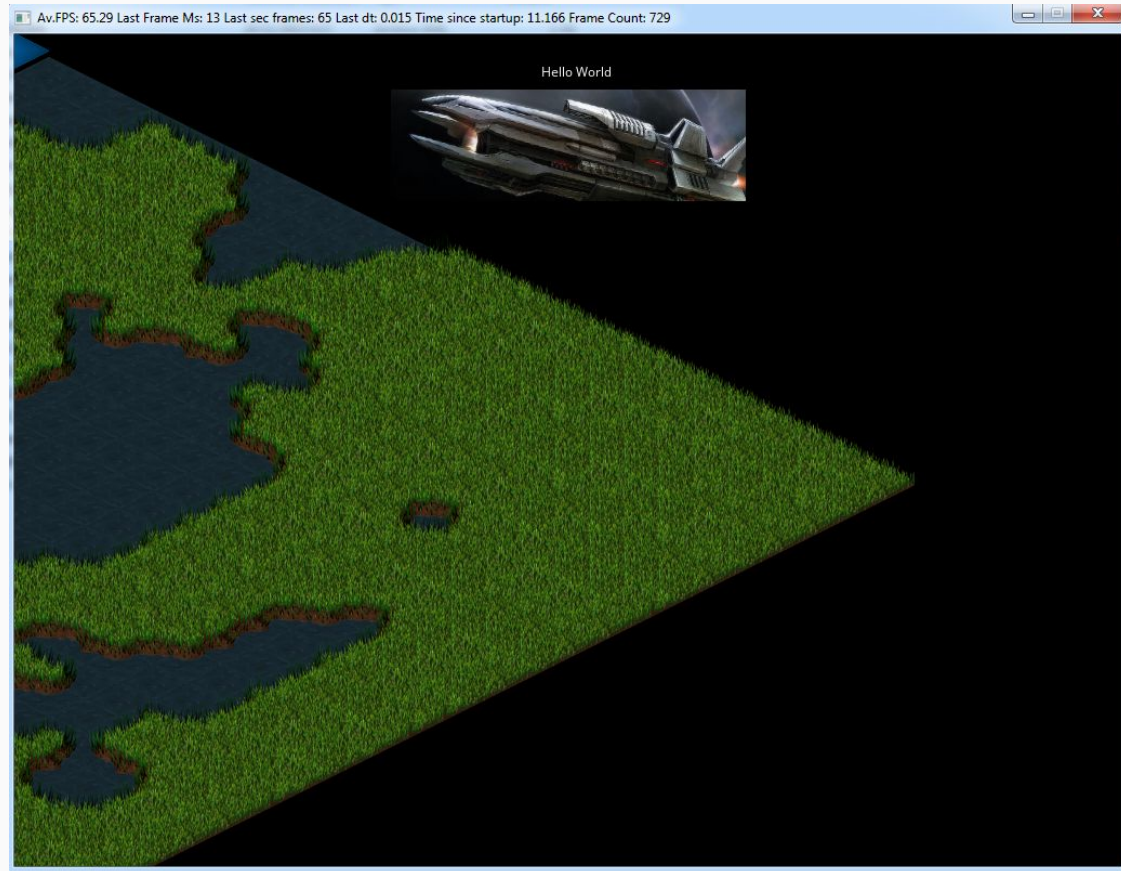
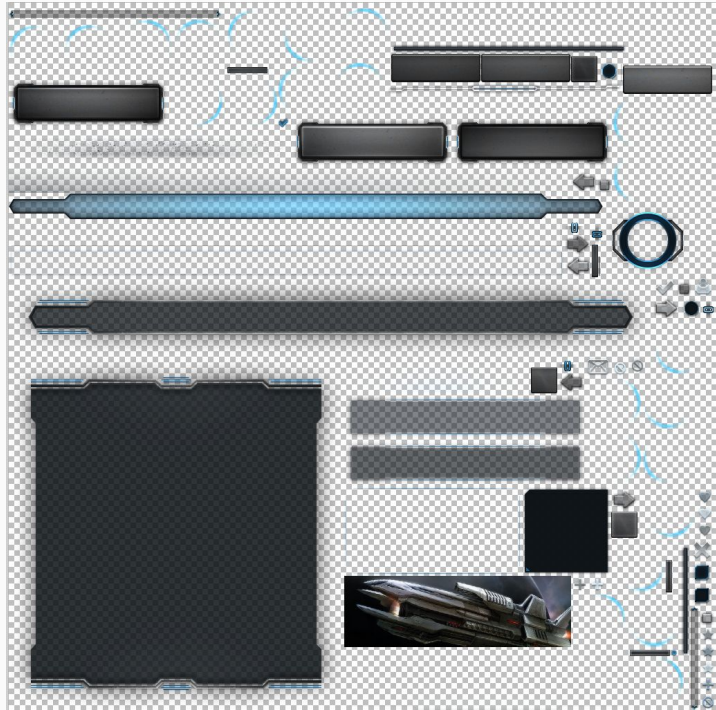
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# User Interface in video games

- 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 data.zip)
- *ModuleGUI* is just an empty skeleton but deals with atlas loading
- Atlas included in data.zip
- **Coding is done individually!**

# 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

# 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