



Welcome to Number Wizard UI

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GDD



Section Notes

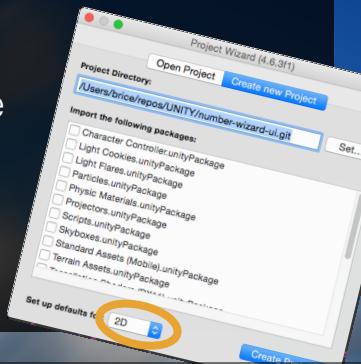


Creating New Scenes And Levels

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Creating new Scenes and Levels

- We'll create a new **Start**, **Win**, **Game** and **Lose** scene in a new 2D project
- Scenes and Levels are the same
- That's it :-)



How To Add Text To The Scene

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Create three new scenes

- In the same way as we created the **Start** scene create the **Game**, **Lose**, and **Win** scenes



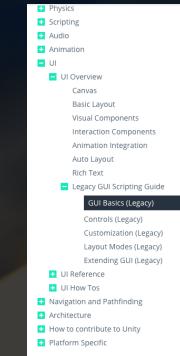
In this video

- How to add a text element to a scene
- How to scale and position text elements
- Using the UI mode to position elements

Add a subtitle

- In the same manner as we added a title, add a subtitle prompting the user to make a choice of number

Be Aware of old style GUI code



Making Controls with UnityGUI

UnityGUI controls make use of a special function called `OnGUI()`. The `OnGUI()` function gets called every frame as long as the containing script is enabled - just like the `Update()` function.

GUI controls themselves are very simple in structure. This structure is evident in the following example.

```
// Example level loader *

// JavaScript
function OnGUI () {
    // Make a background box
    GUI.Box (Rect (10,10,100,90), "Loader Menu");

    // Make the first button. If it is pressed, Application.LoadLevel (1) will be executed
    if (GUI.Button (Rect (20,40,80,20), "Level 1")) {
        Application.LoadLevel (1);
    }

    // Make the second button.
    if (GUI.Button (Rect (20,70,80,20), "Level 2")) {
        Application.LoadLevel (2);
    }
}

using UnityEngine;
using System.Collections;
```

Adding A Start Button

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In this video

- How to change a text element to be a button
- How to make the button respond to mouse hover and click
- Adding a quick button

Add a Quit button

- Add a quit button for yourself below the start button

Calling Scripts From Buttons

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Calling scripts from buttons

- Create a new script to handle level management
- Call the script from the buttons
- Check everything works by logging out to the console

Do the same for the Quit button

- Wire up the quit button so that every click logs out to the console

How To Load Scenes And Quit

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How To Load Scenes And Quit

- We'll use **Application.LoadLevel()** to load a new level
- We'll use **Application.Quit()** to quit the game
- We'll look at the limitations of **Application.Quit()** and when it won't work as expected

Create a Button to return to the start

- Using what you learned so far, create a button to return to the start scene from the game scene.
- You don't need to re-write a **LevelManager** script or re-create an object. It's ok to copy the existing one.

Review of Scene Loading

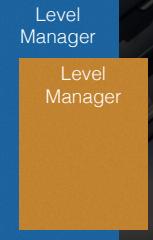
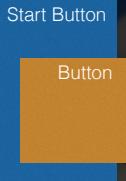
Start Button

Level Manager

Legend

Game Objects

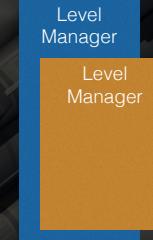
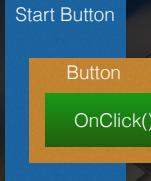
Review of Scene Loading



Legend



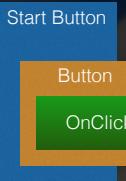
Review of Scene Loading



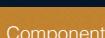
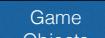
Legend



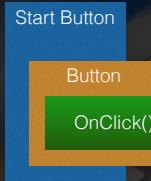
Review of Scene Loading



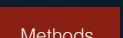
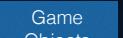
Legend



Review of Scene Loading



Legend



LoadLevel()

QuitRequest()

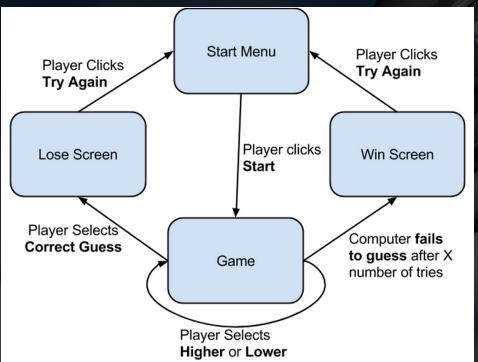
Using a Game Design Document

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What is a Game Design Document?

- A tool to **communicate** between members of your team (Artists, Developers, Designers)
- A place to **record decisions** made before and during development. What's **in**. What's **out**.
- **Not a plan :)**

Create the scene transitions according to the GDD



- Create buttons that transition between all scenes according to the GDD.

Importing Number Wizard Code

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Populate the Game Scene

- With text appropriate for your game
- Link up the guess higher and guess lower buttons to the Number Wizard game object
- Link up the correct button to the Level Manager's `LoadLevel()`

Finishing Number Wizard

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Guess the numbers randomly

- Use `Random.Range()` to guess a random number instead of always choosing the halfway point in the NumberWizard script
- Optionally, ensure that the game starts on a anew guess instead of the initial 500



End of section QUIZ

