Screens in Game Lab

First, code your entire game. Get it fully working.

Second, in powerpoint, design your intro and instructions screens. Make sure you remember that the Game Lab screen is a square. You won't be able to use the entire powerpoint screen – just use a square portion. Get your screen approved before you move on.

Third, use the PrtScn button to printscreen your powerpoint slide and paste it into paint. Clip the image so you have a square remaining. Save the image.

REMIX your project… just in case. Create new animations and upload your screens.

This resulted in three backgrounds:

city_1	screen1	screen2
The game background (One of Game Lab's backdrops)	The splash screen (made in paint)	The instructions screen (made in paint)

Create a new variable to track which screen you are on.

```
var screen = 1;

var back = createSprite(200, 200);
back.setAnimation("screen1")
```

Set the background to be whatever screen you would like to start on.

Set your other sprites to not be visible.

```
6   var paddle = createSprite(100, 300);
7   paddle.setAnimation("ground_stone_1");
8   paddle.scale = 0.25;
9   paddle.visible = false;
10
11  var star = createSprite(10, 10);
12  star.setAnimation("coin_gold_1");
13  star.scale = 0.5;
14  star.visible = false;
15
```

Notice that your game sprites CAN NOT have any velocity.

At the beginning of the game they aren't moving.

The drawLoop works in the following way:

```
18   function draw() {
19       if( screen==1 && keyDown(▼ "e") ){
20           //screen 1 (splash) moves to screen 2 (instructions)
21           screen=2;
22           back.setAnimation(▼ "screen2");
23       } else if( screen==2 && keyDown(▼ "n") ){
24           //screen 2 (instructions) moves to screen 3 (game)
25           screen=3;
26           back.setAnimation(▼ "city_1");
27           star.velocityX = 3;
28           star.velocityY = 4;
29           star.visible=true;
30           paddle.visible=true;
31       } else {
32           //screen 3's code (game)
33           drawSprites();
34           star.bounceOff(paddle);
35           star.bounceOff( edges );
36           if ( keyDown(▼ "a") && paddle.x >=10 ) {
37               paddle.x -= 10;
38           }
39           if ( keyDown(▼ "d") && paddle.x <=380 ) {
40               paddle.x += 10;
41           }
42           if ( star.y > paddle.y ) {
43               star.destroy();
44               paddle.destroy();
45               textSize(40);
46               text("Game Over", 100, 350);
47           }
48       }
49
50
```

change screen to next one, change the background to the next screen.

as above, but also start the velocity variables for your game. also, set the game sprites to be visible.

the regular code to play the game goes in the last slot