# Welcome to Number Wizard UI

**GDD**

**Section Notes**

# Creating New Scenes And Levels

## 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 :-)
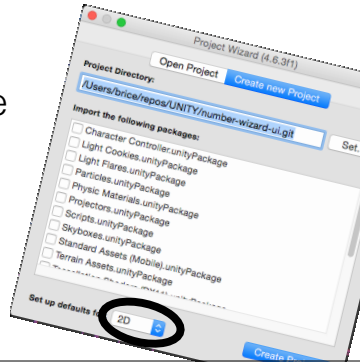


## Create three new scenes

In the same way as we created the **Start** scene

create the **Game**, **Lose**, and **Win** scenes

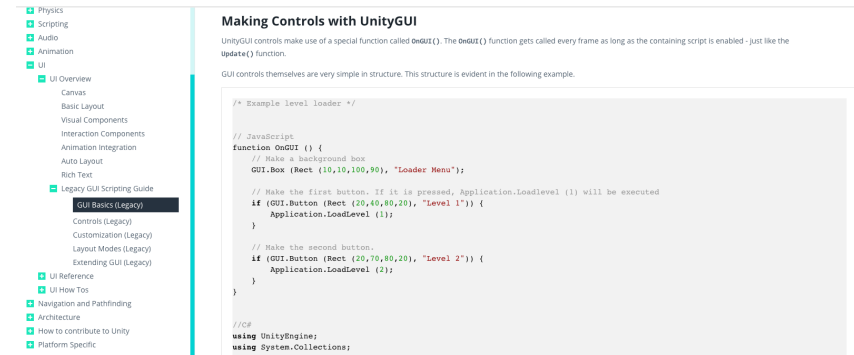## How To Add Text To The Scene

## 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



## Adding A Start Button

## 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

## 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

# 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

Start Button

Button

Level
Manager

Level
Manager

**Legend**

Game
Objects

Component

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## Review of Scene Loading

Start Button

Button

OnClick()

Level
Manager

Level
Manager

**Legend**

Game
Objects

Component

Event Handler

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## Review of Scene Loading

Start Button

Button

OnClick()

Level
Manager

Level
Manager

LoadLevel()

QuitRequest()

**Legend**

Game
Objects

Component

Event Handler

Methods

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## Review of Scene Loading

Start Button

Button

OnClick()

Level
Manager

Level
Manager

LoadLevel()

QuitRequest()

**Legend**

Game
Objects

Component

Event Handler

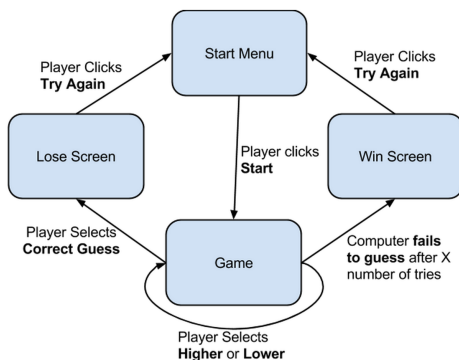Methods

## 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 :)**

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### Create the scene transitions according to the GDD



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

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## Importing Number Wizard Code

## 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
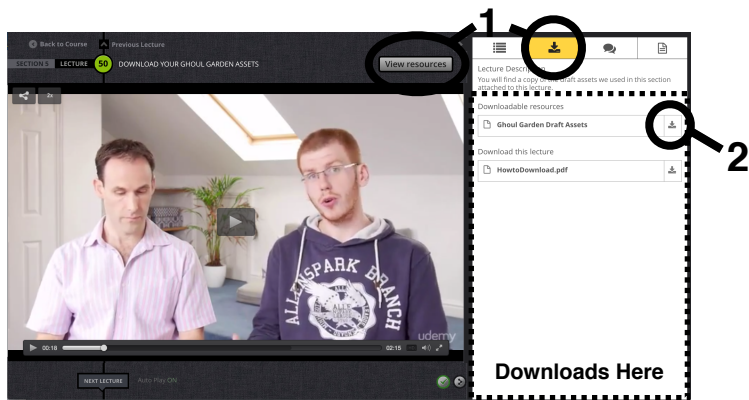
## Guess the numbers randomly

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**

**Download your files**



1

2

View resources

Downloads Here



**Review and Congratulation**