

Welcome to Number Wizard UI

@UnityCourse
facebook.com/UnityCourse

GDD

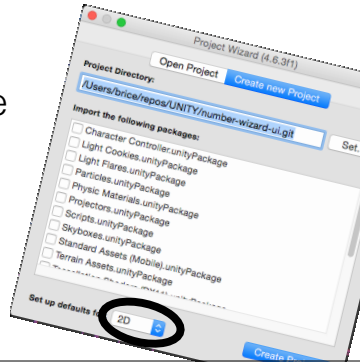
Creating New Scenes And Levels

Section Notes

@UnityCourse
facebook.com/UnityCourse

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

@UnityCourse
facebook.com/UnityCourse

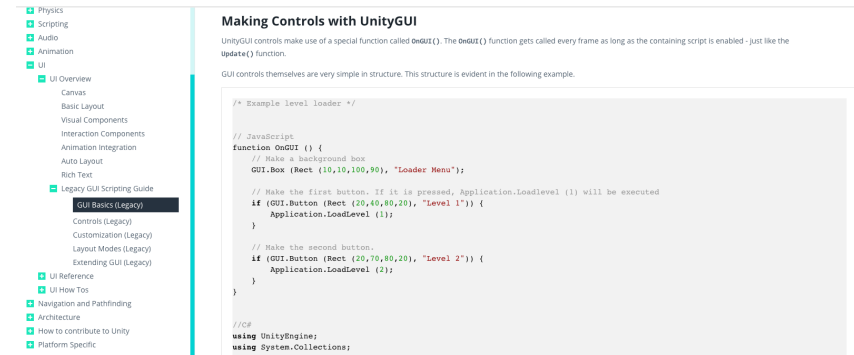
In this video

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



The screenshot shows the Unity documentation page for 'Making Controls with UnityGUI'. On the left is a navigation menu with categories like Physics, Scripting, Audio, Animation, UI, and UI Overview. Under 'UI Overview', 'Legacy GUI Scripting Guide' is selected. The main content area is titled 'Making Controls with UnityGUI' and explains that UnityGUI controls use a special function called `OnGUI()`. It provides an example of legacy GUI code for a level loader.

```
/* 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);
    }
}

// C#
using UnityEngine;
using System.Collections;
```

Adding A Start Button

@UnityCourse
facebook.com/UnityCourse

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

@UnityCourse
facebook.com/UnityCourse

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

@UnityCourse
facebook.com/UnityCourse

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

Review of Scene Loading

Start Button

Button

OnClick()

Level
Manager

Level
Manager

Legend

Game
Objects

Component

Event Handler

Review of Scene Loading

Start Button

Button

OnClick()

Level
Manager

Level
Manager

LoadLevel()

QuitRequest()

Legend

Game
Objects

Component

Event Handler

Methods

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

@UnityCourse
facebook.com/UnityCourse

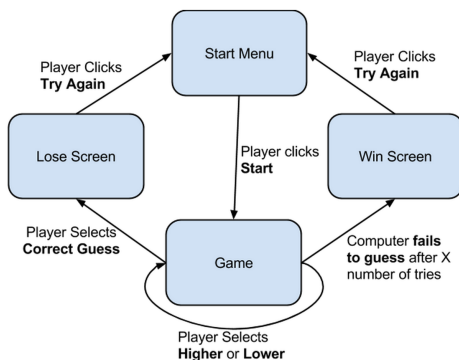
What is a Game Design Document?

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

@UnityCourse
facebook.com/UnityCourse

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

@UnityCourse

facebook.com/UnityCourse

Guess the numbers randomly

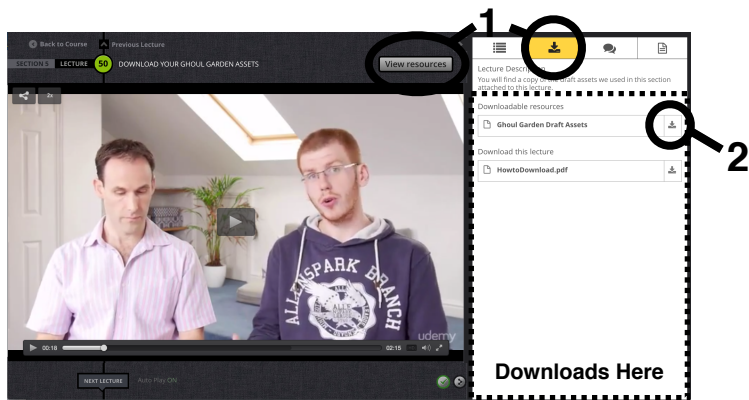
Use **Random.Range()** to guess a random number instead of always choosing the halfway point in the NumberWizard script

Optionally, ensure that the game starts on a anew guess instead of the initial 500



End of section QUIZ

Download your files



Review and Congratulation

@UnityCourse
facebook.com/UnityCourse