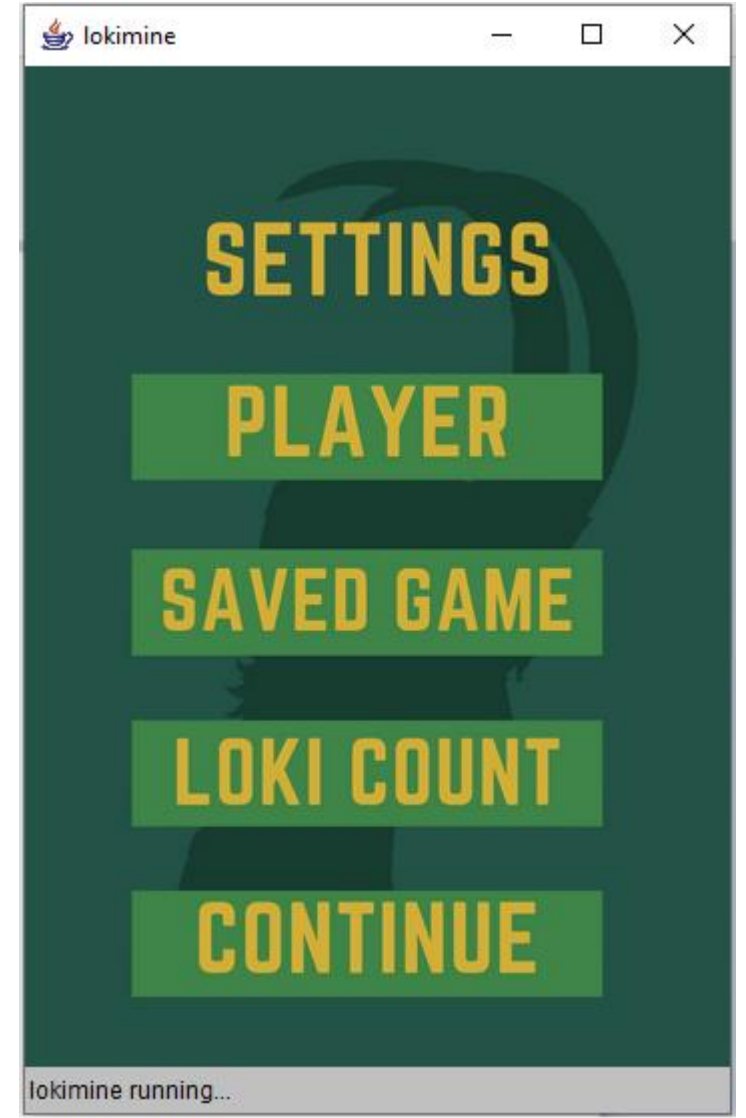
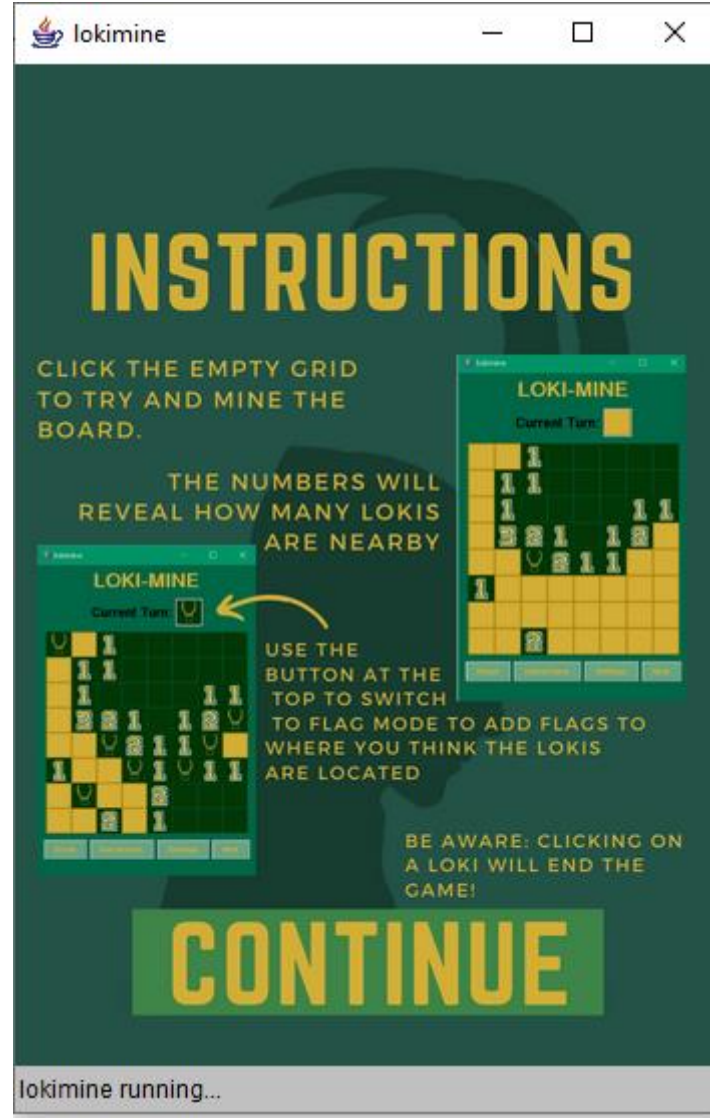
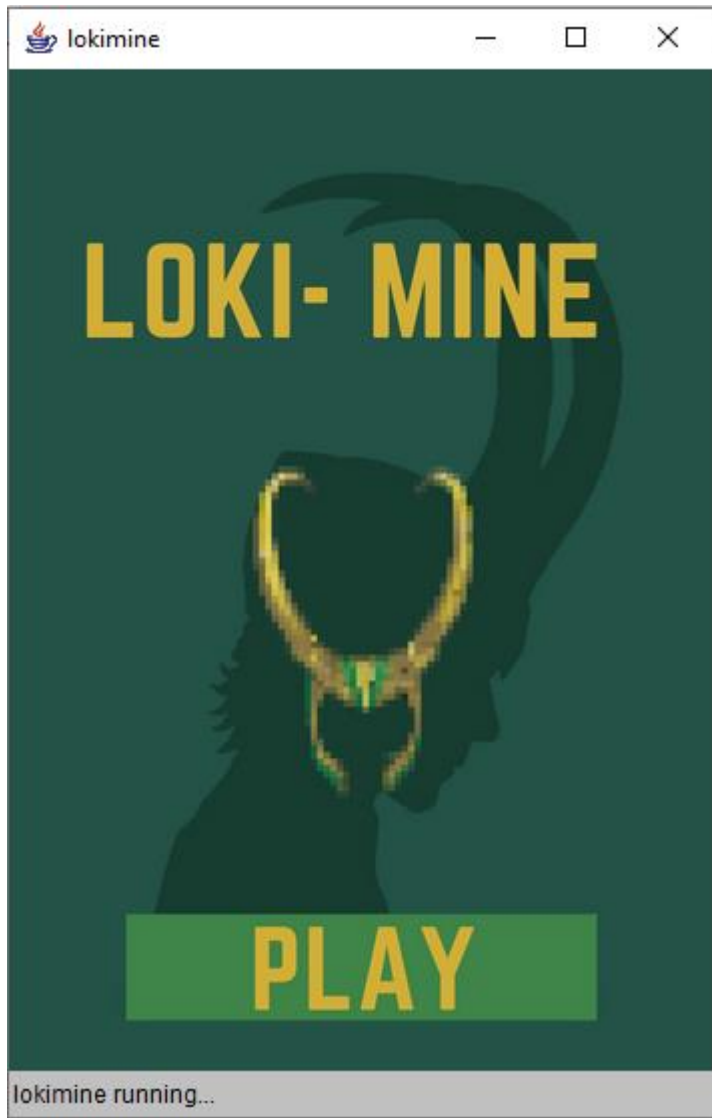


Formatting Screens


An example of unity using colour.

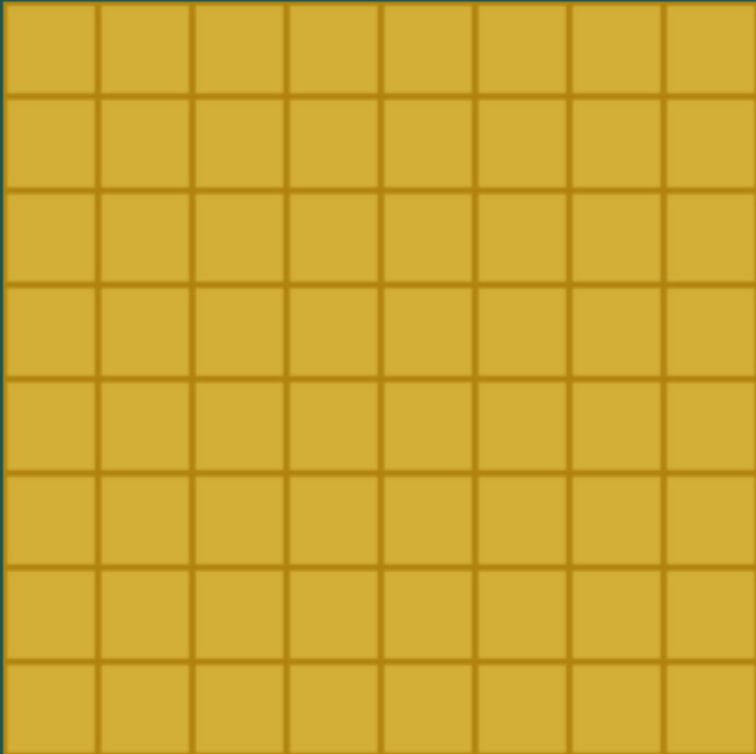
Unity is achieved by making elements similar. Choose a font and have consistent colours.



lokimine

LOKI-MINE

Current:  # of Lokis: 10 Time: 0:00




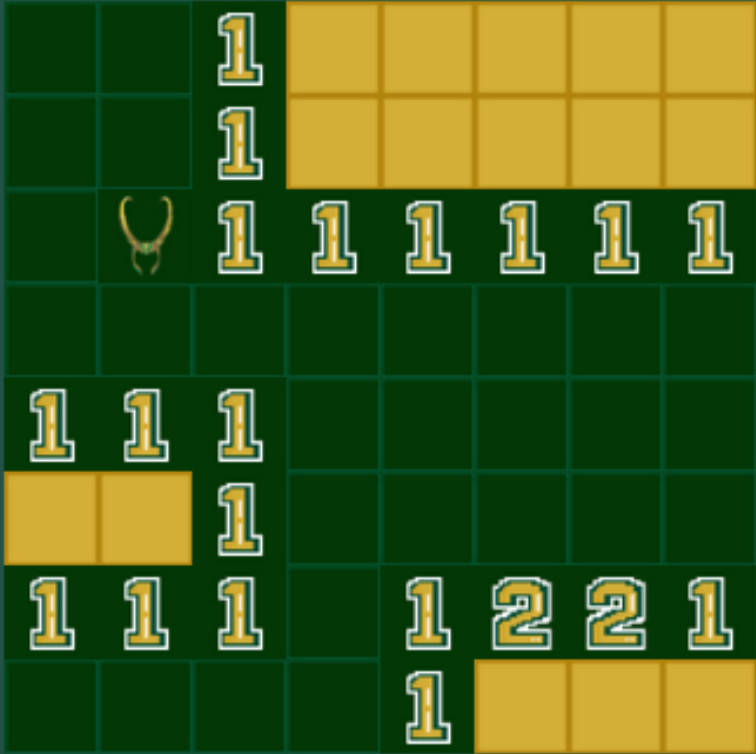
Reset Instructions Settings Save

lokimine running...

lokimine

LOKI-MINE

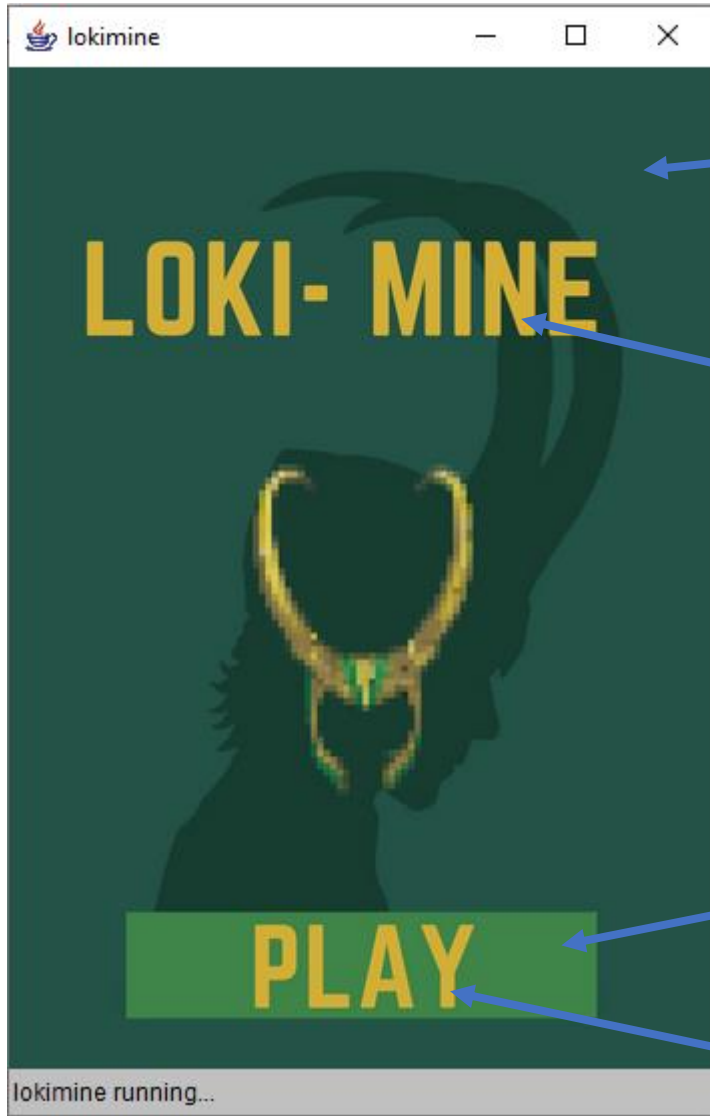
Current:  # of Lokis: 5 Time: 0:00



Reset Instructions Settings Save

lokimine running...

First,
choose
your
colours.



Background Colour

R, G, B = 35, 83, 71

Title Colour

R, G, B = 211, 174, 54

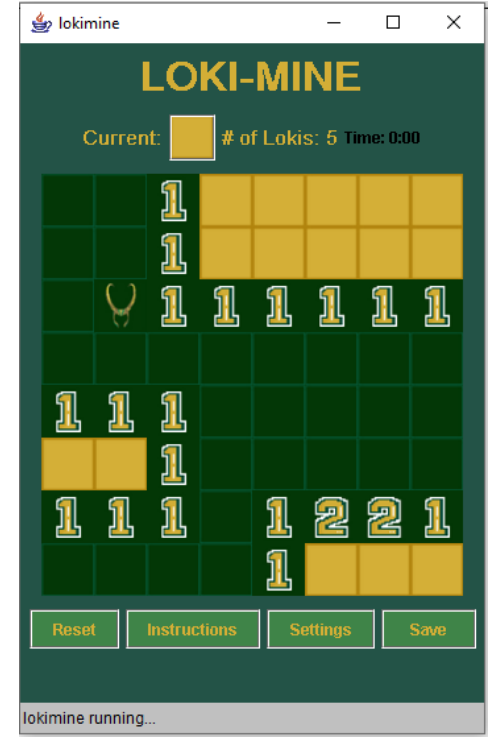
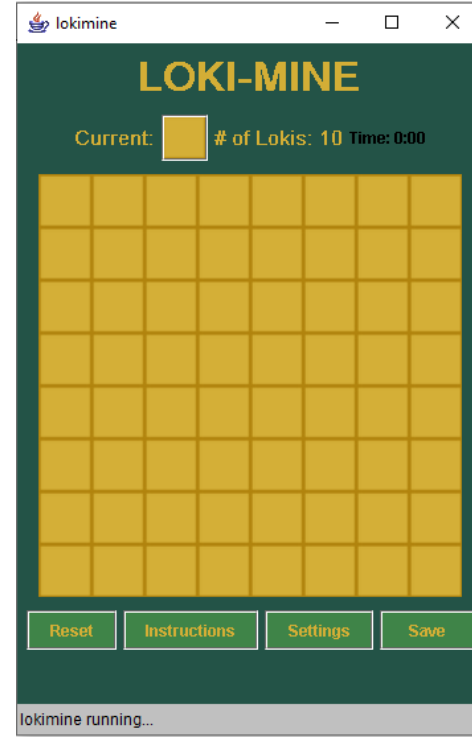
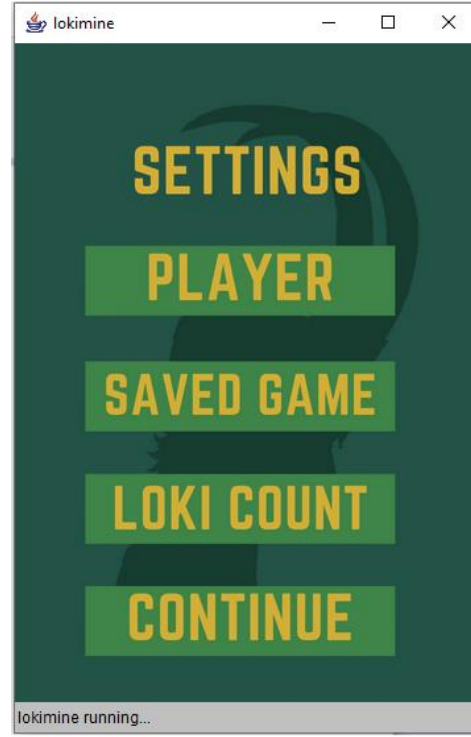
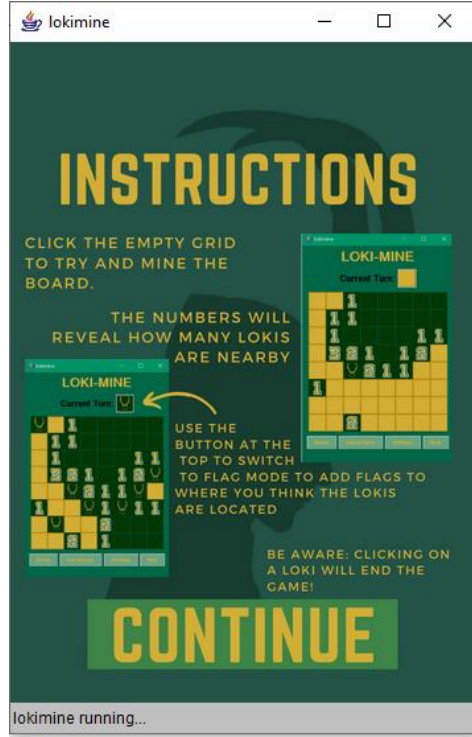
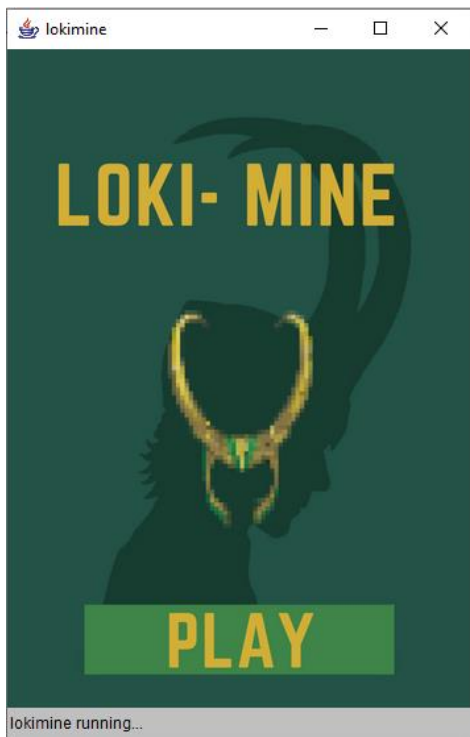
Button Background
Colour

R, G, B = 63, 132, 72

Button Foreground
Colour

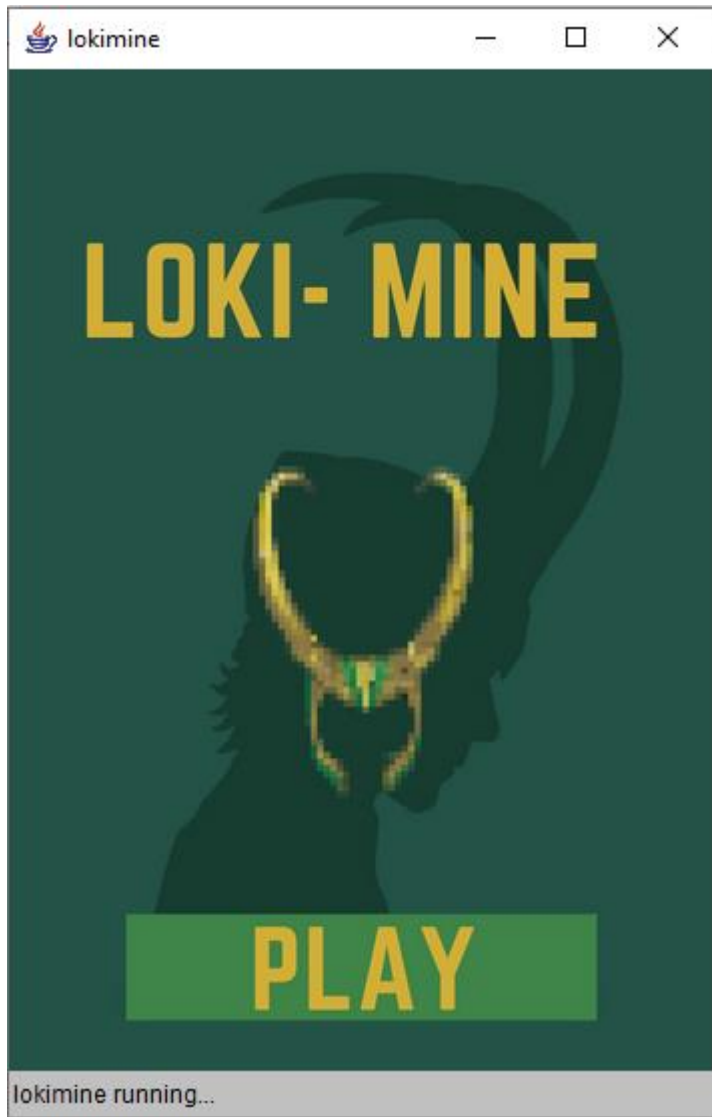
R, G, B = 211, 174, 54

Then, use your custom colours EVERYWHERE.



It's easy to tell these are all screens from the same game.

That's what UNITY is. Visually, they look like they belong together.



```
public void opening ()
{ //Opening Screen Layout
  card1 = new Panel ();
  card1.setBackground (new Color (35, 83, 71));
  JButton next = new JButton (createImageIcon ("ti.png"));
  next.setActionCommand ("s2");
  next.addActionListener (this);
  next.setBorderPainted (false);
  next.setBackground (backgroundColour);
  next.setForeground (buttonText);
  card1.add (next);
  p_card.add ("1", card1);
}
```

Don't forget to set the borderPainted to be false. This removes the ugly line around the button.




lokimine


INSTRUCTIONS

CLICK THE EMPTY GRID TO TRY AND MINE THE BOARD.

THE NUMBERS WILL REVEAL HOW MANY LOKIS ARE NEARBY



USE THE BUTTON AT THE TOP TO SWITCH TO FLAG MODE TO ADD FLAGS TO WHERE YOU THINK THE LOKIS ARE LOCATED



BE AWARE: CLICKING ON A LOKI WILL END THE GAME!

CONTINUE


lokimine running...

Do your instructions with a picture too.


INSTRUCTIONS

CLICK THE EMPTY GRID TO TRY AND MINE THE BOARD.

THE NUMBERS WILL REVEAL HOW MANY LOKIS ARE NEARBY



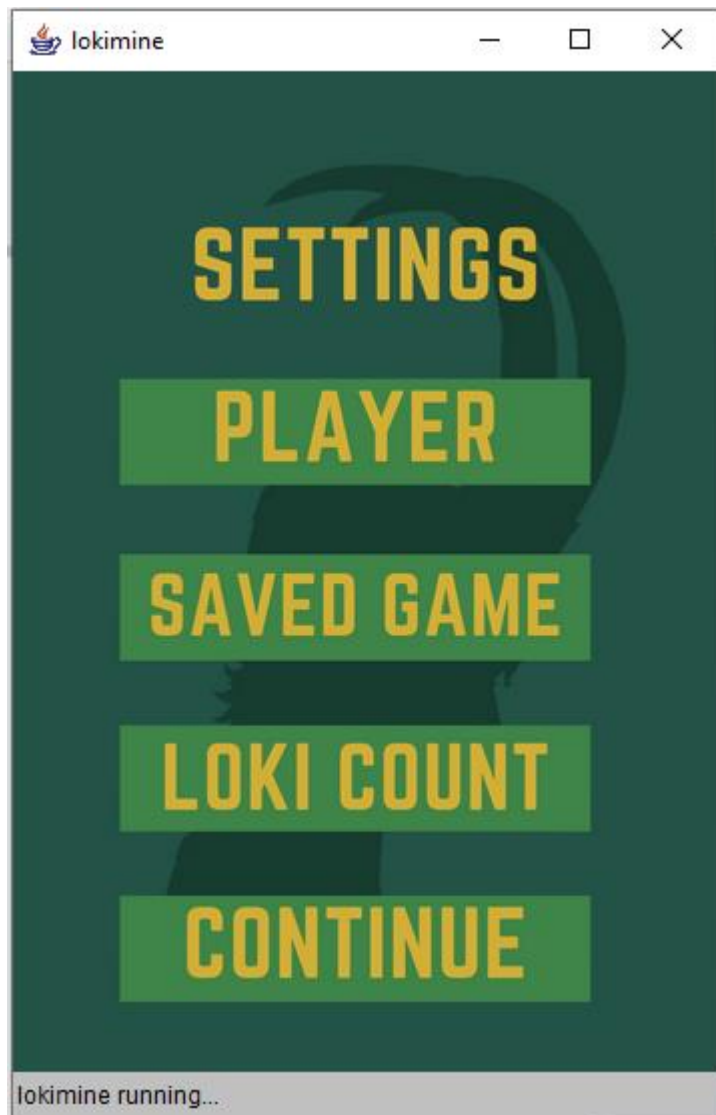
USE THE BUTTON AT THE TOP TO SWITCH TO FLAG MODE TO ADD FLAGS TO WHERE YOU THINK THE LOKIS ARE LOCATED



BE AWARE: CLICKING ON A LOKI WILL END THE GAME!

CONTINUE

This screen was made with splicing.



To make the layout go down the page.

```
public void settings () {
    card3 = new Panel ();
    card3.setBackground (new Color (35, 83, 71));
    card3.setLayout (new BorderLayout (card3, BorderLayout.Y_AXIS));
    JButton spic1 = new JButton (createImageIcon ("set1.png"));
    spic1.setBorder (null);
    JButton spic2 = new JButton (createImageIcon ("set2.png"));
    spic2.setBorder (null);
    JButton spic3 = new JButton (createImageIcon ("set3.png"));
    spic3.setBorder (null);
    JButton spic4 = new JButton (createImageIcon ("set4.png"));
    spic4.setBorder (null);
    card3.add (spic1);
    card3.add (spic2);
    card3.add (spic3);
    card3.add (spic4);
    p_card.add ("3", card3);
}
```

SETTINGS

PLAYER

SAVED GAME

LOKI COUNT

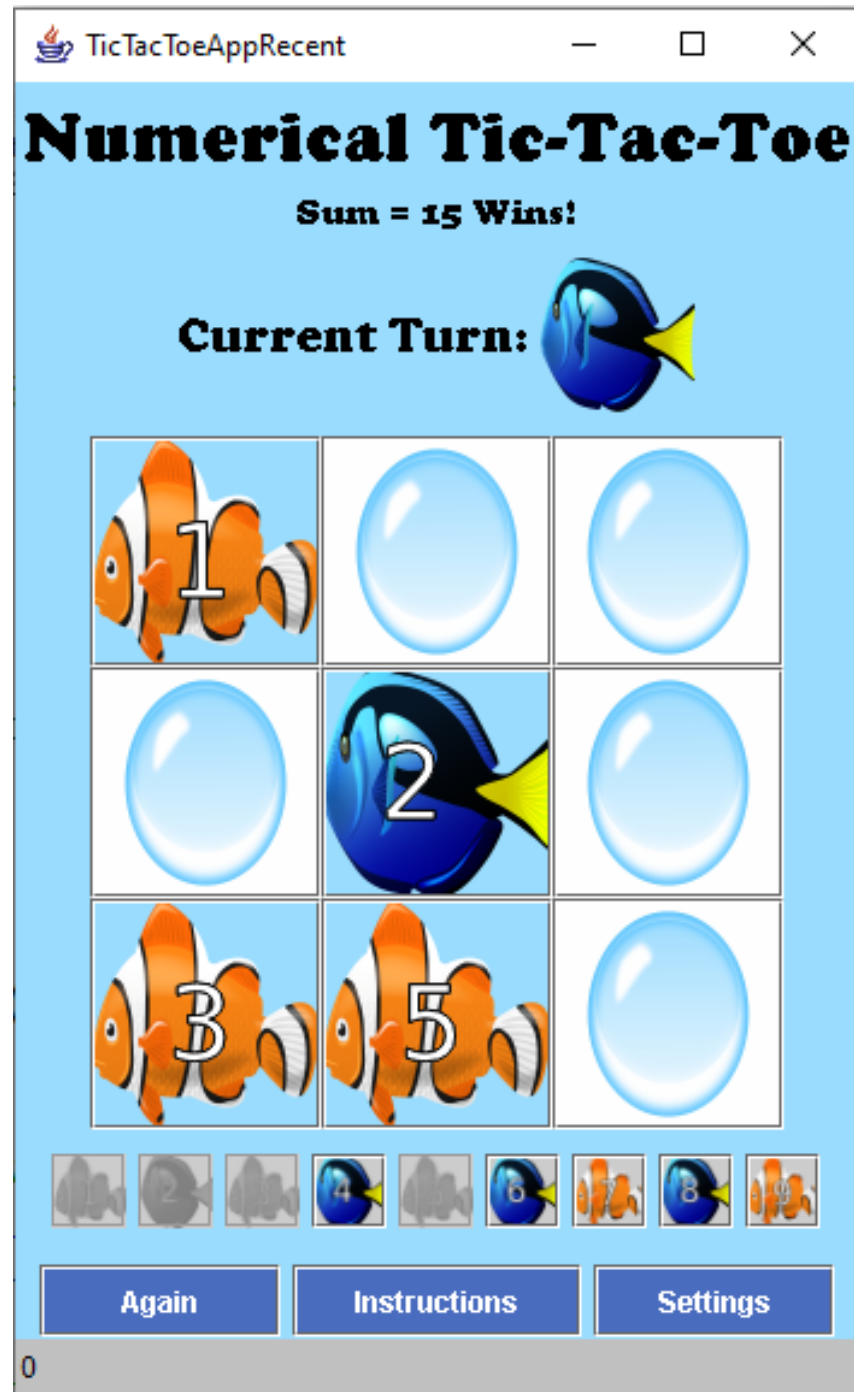
CONTINUE

To remove the ugly
button border

I pulled out the
actioncommands etc
for readability, they
would be needed.



Finalize your game screen FIRST. Make your other screens to that size.



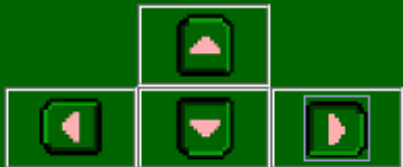
Kirby Sokoban

Exit Game

Reset

Next Level

Specials eaten: 0



Pushing the box!