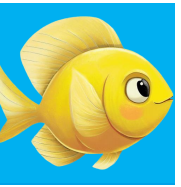
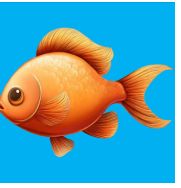
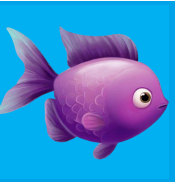


Opening and  
Instructions  
Screens

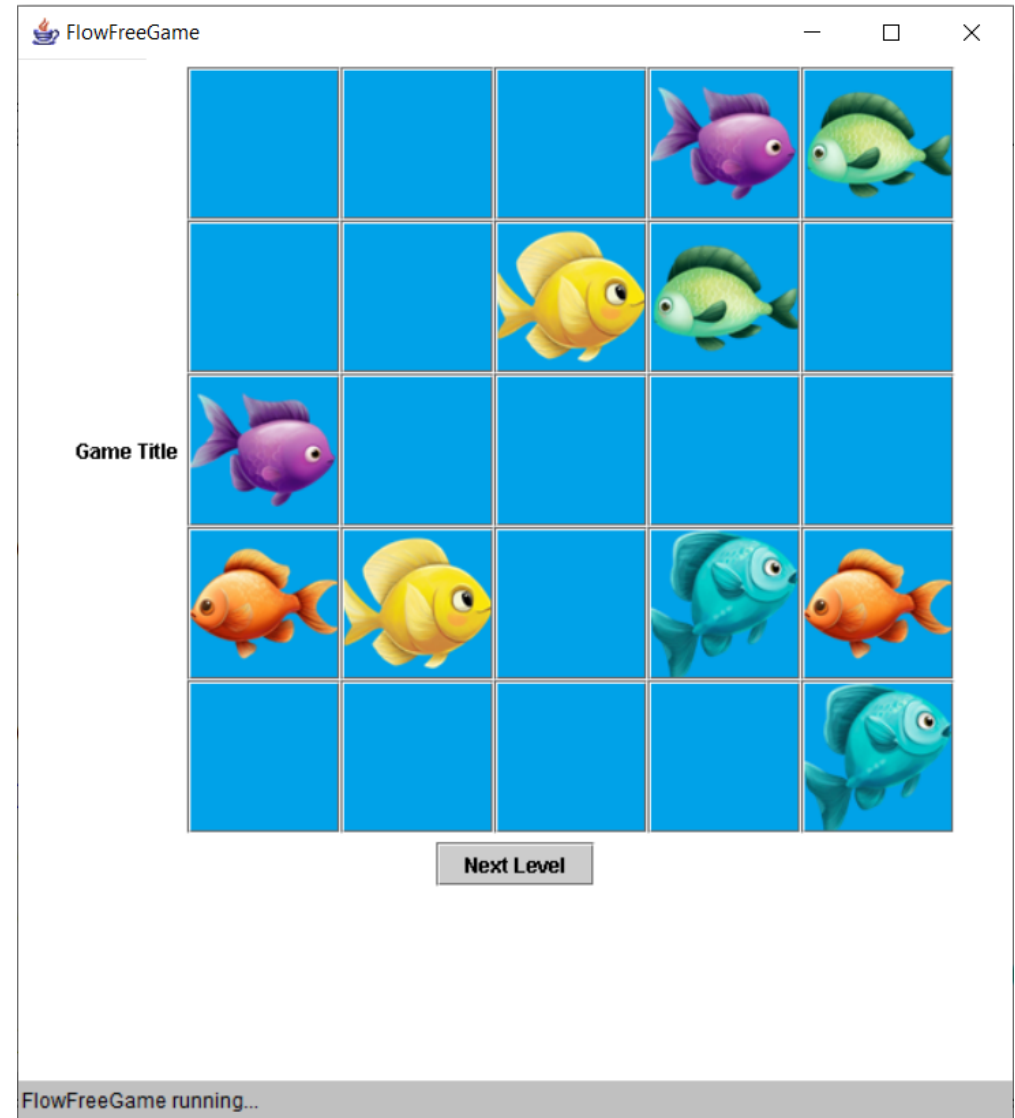


Ms, How do I make my instructions screen?

First you need to finish formatting your game screen.

I'm done.

Umm, no you aren't.



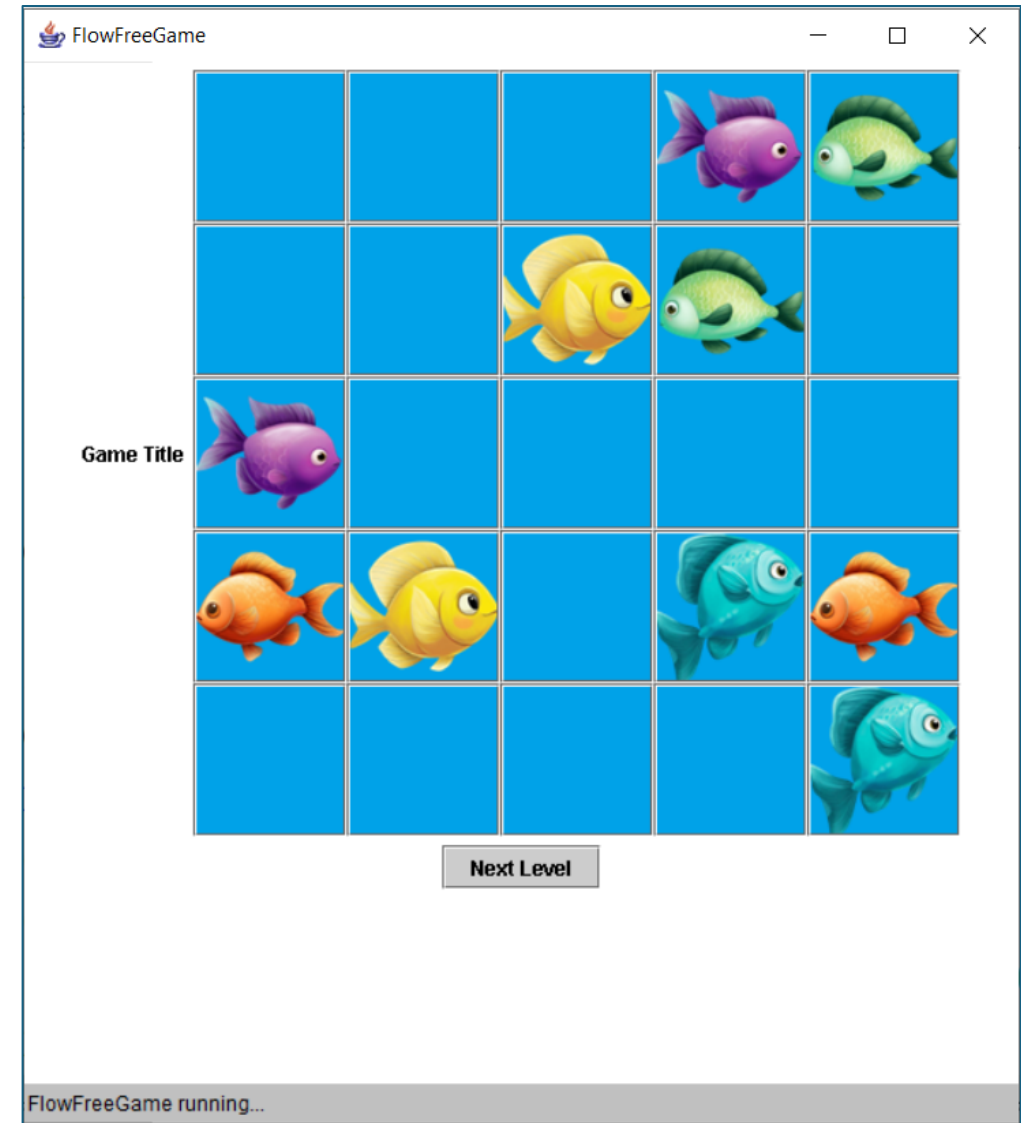
# Finish Game Screen First

Add:

- Moves counter
- Reset Button
- Instructions Button
- Other buttons as needed

Change:

- Background colour
- Button Colour
- Text Colour
- Button Text Colour
- Font sizes
- Game Title
- Screen size to nicely fit all



```
public void init ()
{
    p_card = new Panel ();
    p_card.setLayout (cdLayout);
    screen1 ();
    screen2 ();
    screen3 ();
    screen4 ();
    screen5 ();
    resize (500, 600);
    setLayout (new BorderLayout ());
    add ("Center", p_card);
}
```

The dimensions of your screen are found in init.


Make sure that it matches your GAME SCREEN well.













OK, now I'm done.

FlowFreeGame

# ~ Fish Flow Free ~

Current Selection:  Moves Taken So Far: 0000

Next Level    Reset    Instructions

FlowFreeGame running...

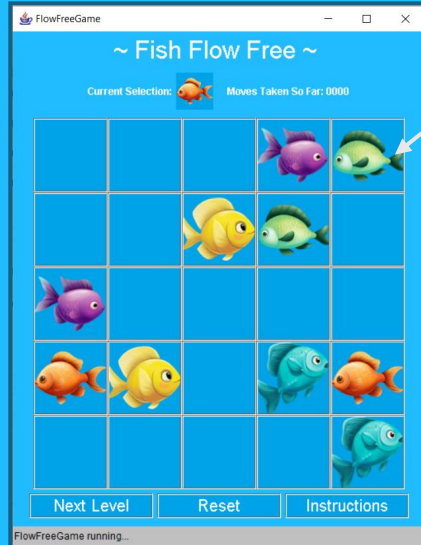
Great, take some screen snap shots and put them in PowerPoint.



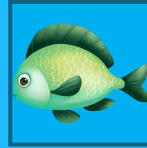
## Create your Opening (Splash) Screen

- In Powerpoint, make your screen.
- Keep the proportions of your game screen.
- Make it bigger if possible, but in the same proportions.
- I take a screen snapshot of the screen and put it behind the thing I am designing in PowerPoint.
- Add a fake button at the bottom.

# ~ Fish Flow Free Instructions ~



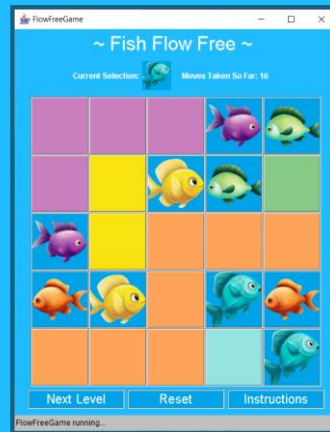
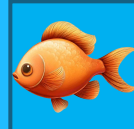
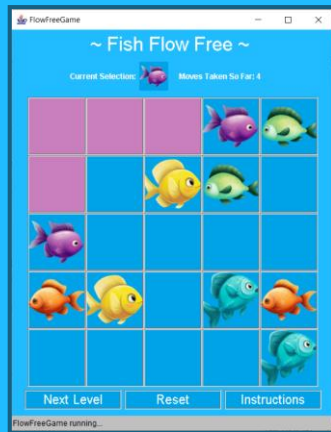
Click on one of the fish to select its colour.



Join it up with its twin but clicking on each square that is between the pair.



When you are done, all the squares will be full and all the pairs of fish will be connected.



Enter

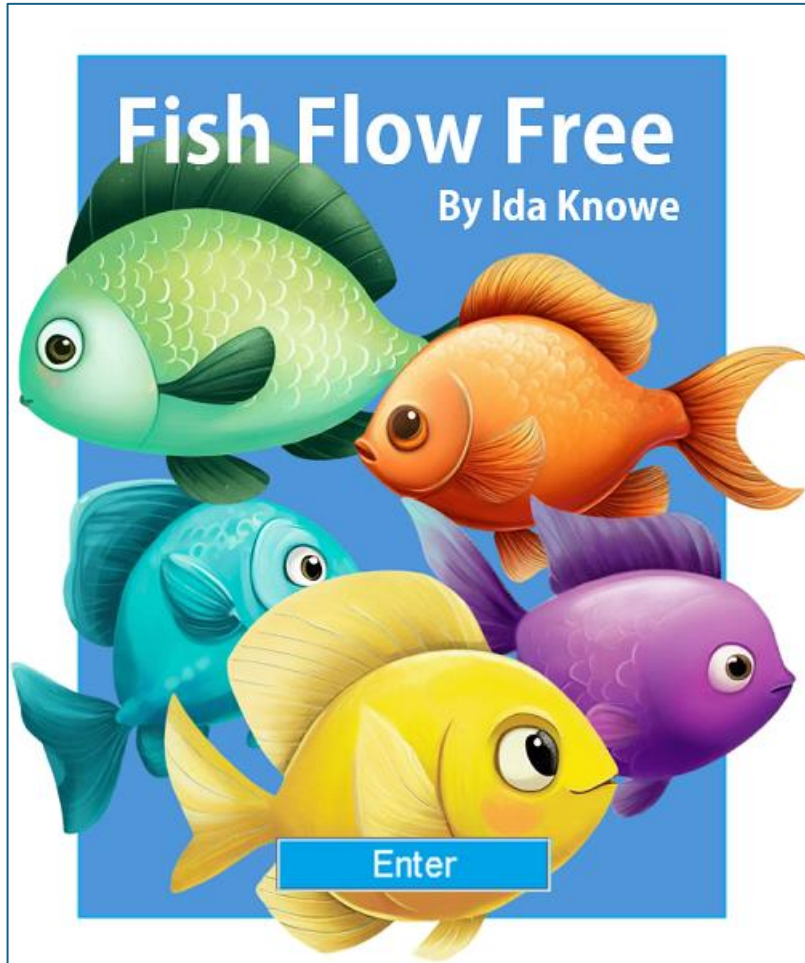
## Create your Instructions Screen

- Keep the proportions of your game screen.
- Bigger if possible, but in the same proportions.
- I take a screen snapshot of the screen and put it behind the thing I am designing in PowerPoint.

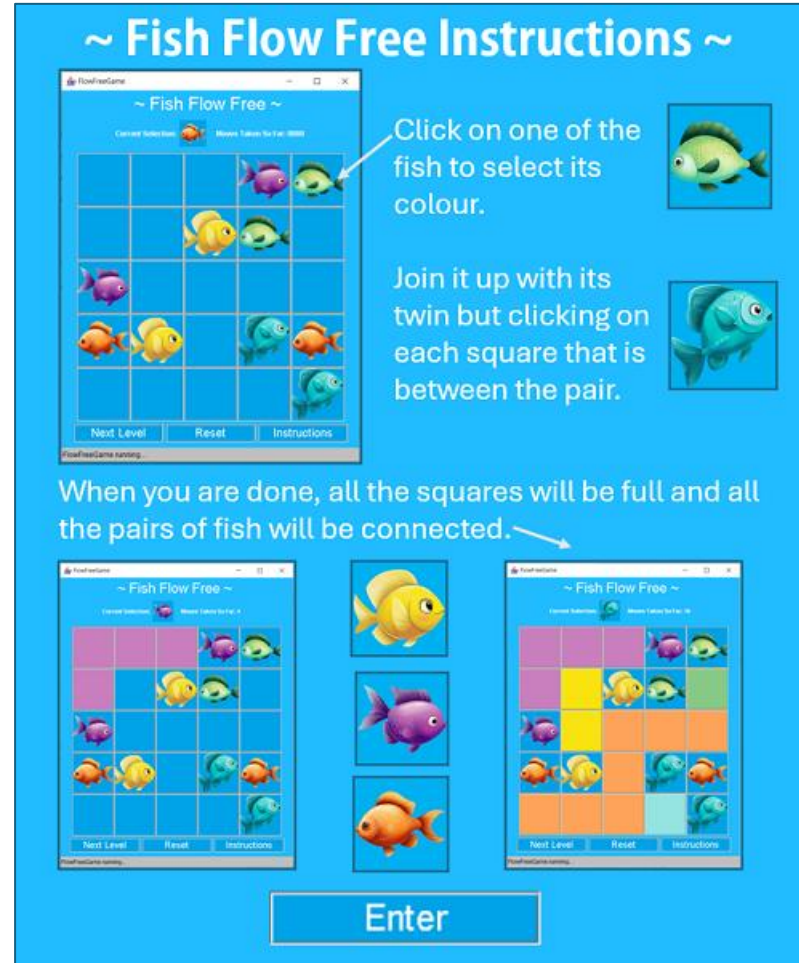
- You should have a picture of your game screen.
- More than one picture of your game screen is worth more marks.
- A title
- Arrows to point out things on the screen.
- How to play
- How to win
- A fake enter button (an image).
- Consistent formatting with the game screen. Same colours. Same background. Same font.



# Convert your PowerPoint to images in Paint.



Opening.png

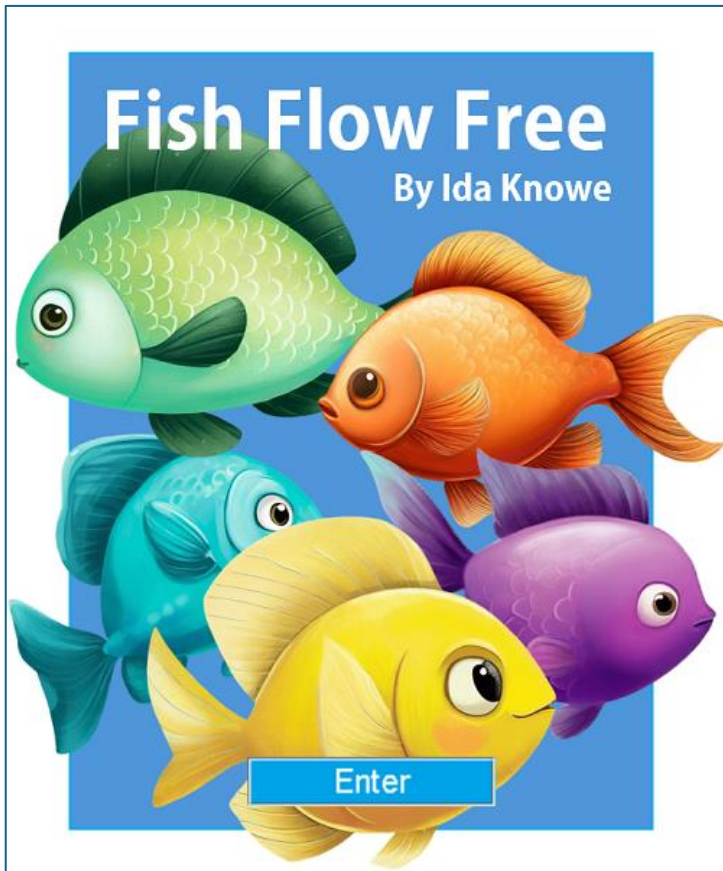


Instructions.png

- Put PowerPoint in presentation mode and take a screen snapshot.
- Save it.
- Resize to the dimensions of your game screen.



# Re-code Screen 1

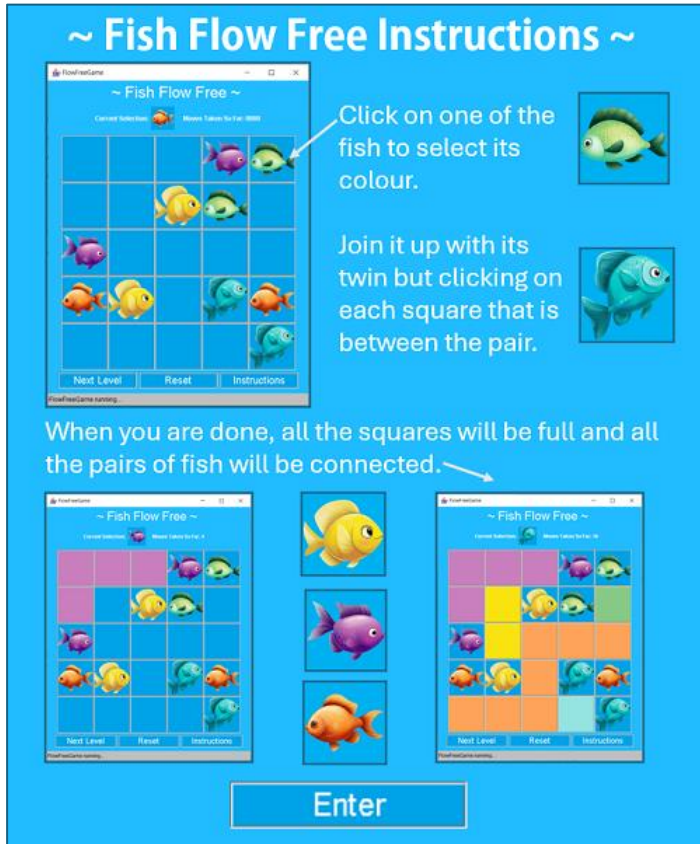


```
public void screen1 ()
{ //screen 1 - the splash screen - is set up.
  card1 = new Panel ();
  card1.setBackground (Color.white);
  JButton next = new JButton (createImageIcon ("opening.png"));
  next.setActionCommand ("s2");
  next.addActionListener (this);
  next.setBorder (null);
  card1.add (next);
  p_card.add ("1", card1);
}
```

Set the border to null. It looks way better.

Take out the title. Use the next button to hold your picture.

# Re-code Screen 2



```
public void screen2 ()  
{ //screen 2 - instructions - is set up.  
  card2 = new Panel ();  
  card2.setBackground (Color.white);  
  JButton next = new JButton (createImageIcon ("Instructions.png"));  
  next.setActionCommand ("s3");  
  next.addActionListener (this);  
  next.setBorder (null);  
  card2.add (next);  
  p_card.add ("2", card2);  
}
```

Again: Set the border to null. It looks way better.

Do the same as you did for screen .

# Some Problems

Avoid Pixilation.

Don't warp the pictures. Keep their dimensions.

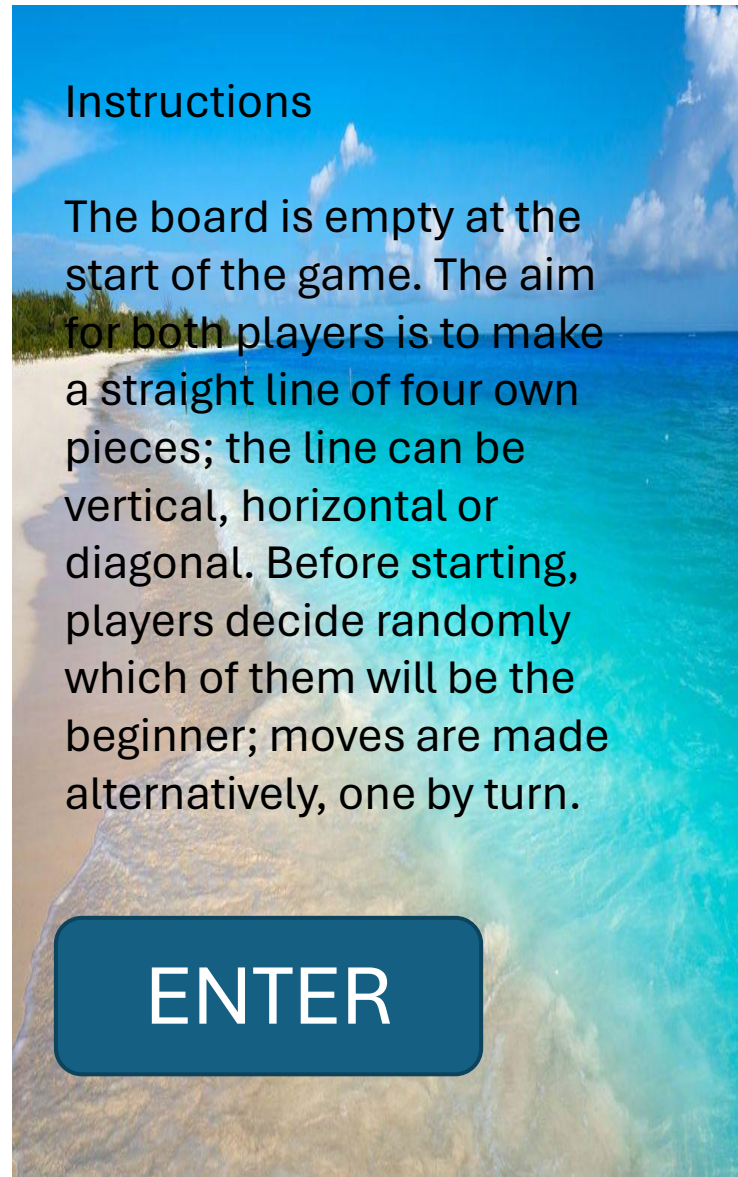
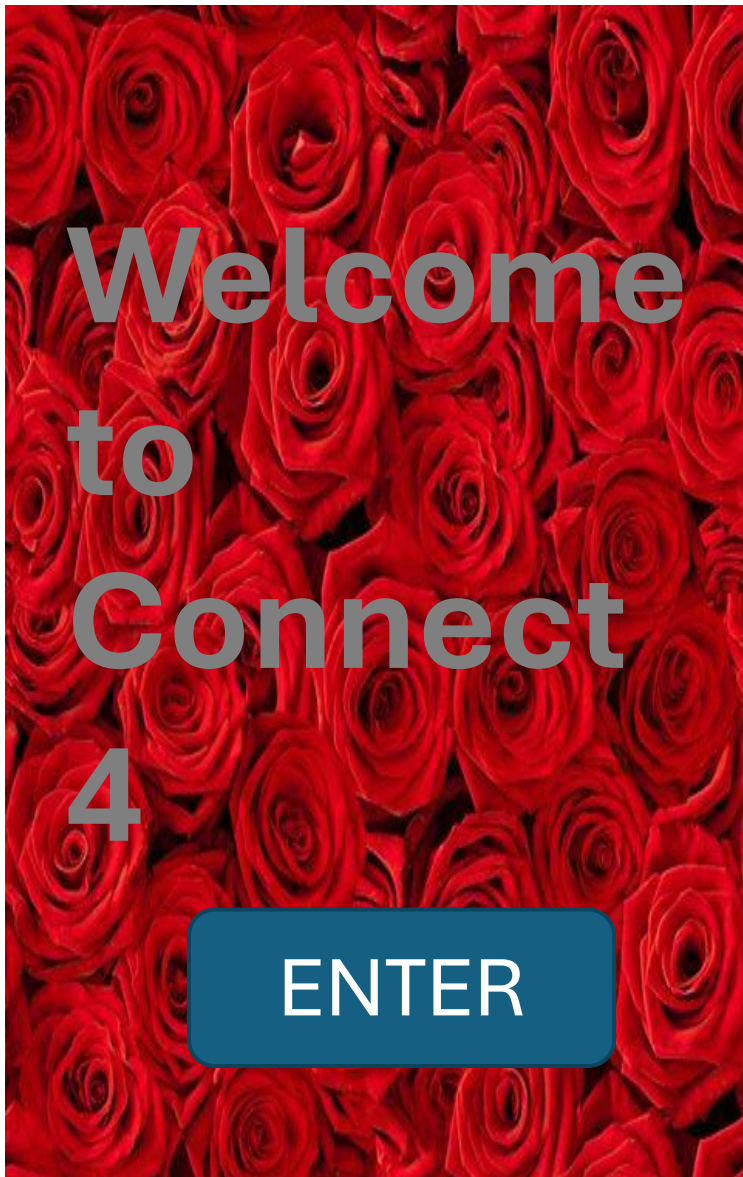
Busy backgrounds are awful.

Unity is a very good thing.



All from one app.

No Repetition!








**Welcome  
to the  
Canada  
Trivia  
Game**

Distorted  
= Yuck

ENTER



**Welcome to  
the Canada  
Trivia Game**

Pixelated  
= Yuck

ENTE  
R

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

