## Splash Screen, Win Screen, Instructions Screen

- Lay these screens out in Powerpoint
- Screen snapshot them into Paint.
- Resize them: https://youtu.be/Cnq8 UyKYE
- Add them to your screens.

Details follow.



# Clear evidence of colour scheme and theme.



Find a nice background on-line.

Game Title, Used Word Art, Large Font



Entry Button, Used Word Art, Large Font

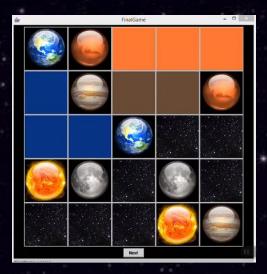


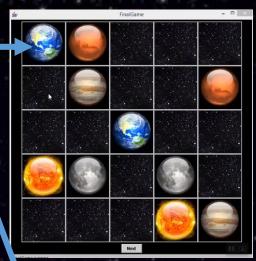
Box added so I can see roughly what part will show on my screen.

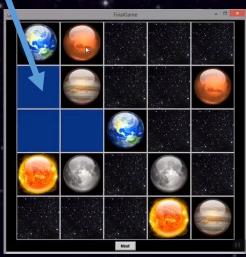
#### Space Flow Free Instructions

Click on the planet, then on the spaces you want to fill. You have to fill the entire board with the correct colours.

Different planets have different colours. You must connect each planet with another that is the same.





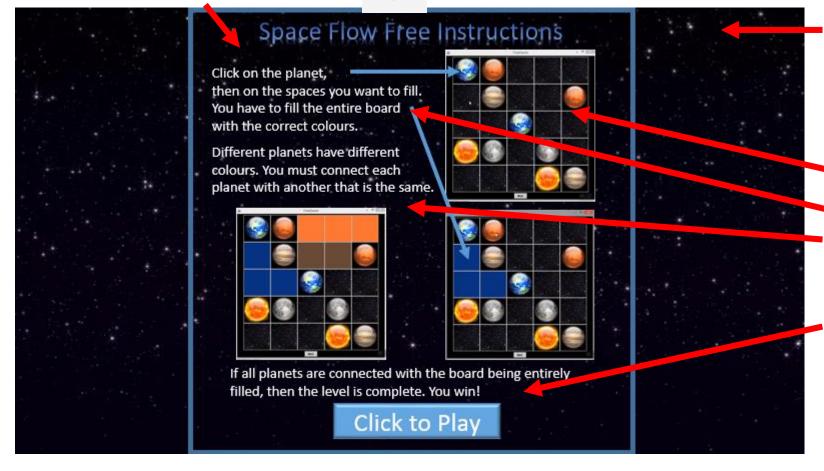


If all planets are connected with the board being entirely filled, then the level is complete. You win!

Click to Play

Game Title, Used Word Art, Large Font





Find a nice background on-line.

Screen snapshots with arrows.

How to move How to win

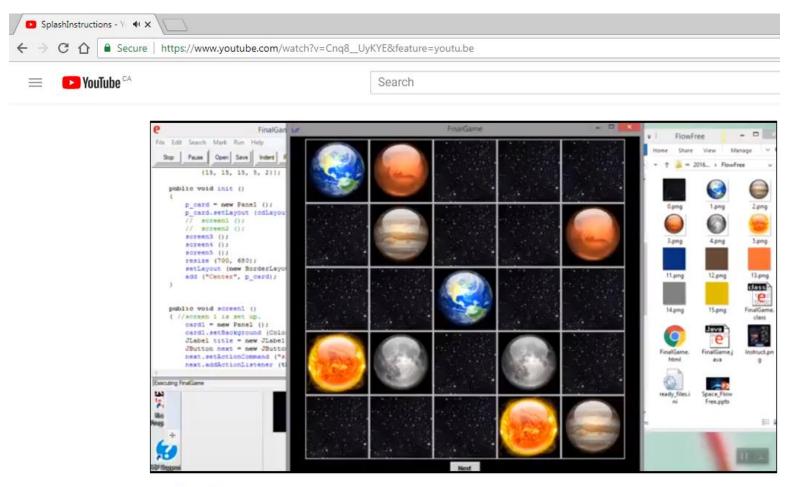
Entry Button, Used Word Art, Large Font



Box added so I can see roughly what part will show on my screen.

Clear evidence of colour scheme and theme.

### Resizing & Code Instructions



SplashInstructions

https://youtu.be/Cnq8\_\_UyKYE

#### **Code Details**

```
public void screen1 ()
                                              Screen simply becomes
{ //screen 1 is set up.
                                              one big button with a
  card1 = new Panel ();
                                             giant picture.
  card1.setBackground (Color.black);
  JButton next = new JButton (createImageIcon("main.png"));
  next.setBorderPainted(false);
  next.setActionCommand ("s2");
                                           Helps remove the button
  next.addActionListener (this);
                                           border.
  card1.add (next);
  p card.add ("1", card1);
```