

Design the graphical user interface of the Pong game

Step 1

From the User Interface drawer

A Label component is used for displaying the score. Its name is changed to "ScoreLabel". Display text of this component is named "Score".

A Button component is used for starting a new game. Its name is changed to "StartButton". Display text of this component is named "Start".

Another Button component is used for pressing this to reset the score. Its name is changed to "ResetButton". Display text of this component is named "Reset".

ScoreLabel, StartButton and ResetButton are dragged into an HorizontalArrangement component which is named "HorizontalArrangement1".

Step 2

From the Media drawer

Upload media files (Buzzer.mp3, Noink.mp3, Paddle.gif, Tada.mp3, note.wav). These files will be listed into the Media area under the Component column.

Step 3

From the Drawing and Animation drawer

A Canvas component is selected. Its name is changed to "Canvas1".

A Ball component is selected. Its name is changed to "Ball1".

An ImageSprite component is selected. Its name is changed to "ImageSprite1".

