*AG 103*

*Introduction to Content Creation*

**LAB 12: Menu System**

**Objective**

Understand how the game kit can be used to create levels for the character. Also will learn how to use assists to send the player from one scene to another.

**Part 1:  Online Training**

**Complete the following online training.**

Video Link - <https://www.youtube.com/watch?v=zc8ac_qUXQY>

Video Link - <https://www.youtube.com/watch?v=YOaYQrN1oYQ>

**Extra Credit for Part 1:**

Find another online tutorial that goes over how to use Unity for 2D game development. You need to provide the Link to the tutorial, files used to complete the tut and the final product.

**Part 2**

* Create your own menu system for a made up game. NOT YOUR FINAL.

**Part 3**

* Now that you have done this once. Add the menu system to your final project. Spend some time on this. Make it look nice. Your menu should fit your game.

**Submission**

* + All of the work for this lab assignment should reside in single folder.
    - *For this lab, this* *will include all files that you used to complete your work.*
* Zip this folder
* Submit the Zipfile to Blackboard.  Name the zipfile like this

**Last name\_First name\_AG103\_Labxx**

* Don’t forget to back up your files to Google Drive or USB Stick