

# Lab5

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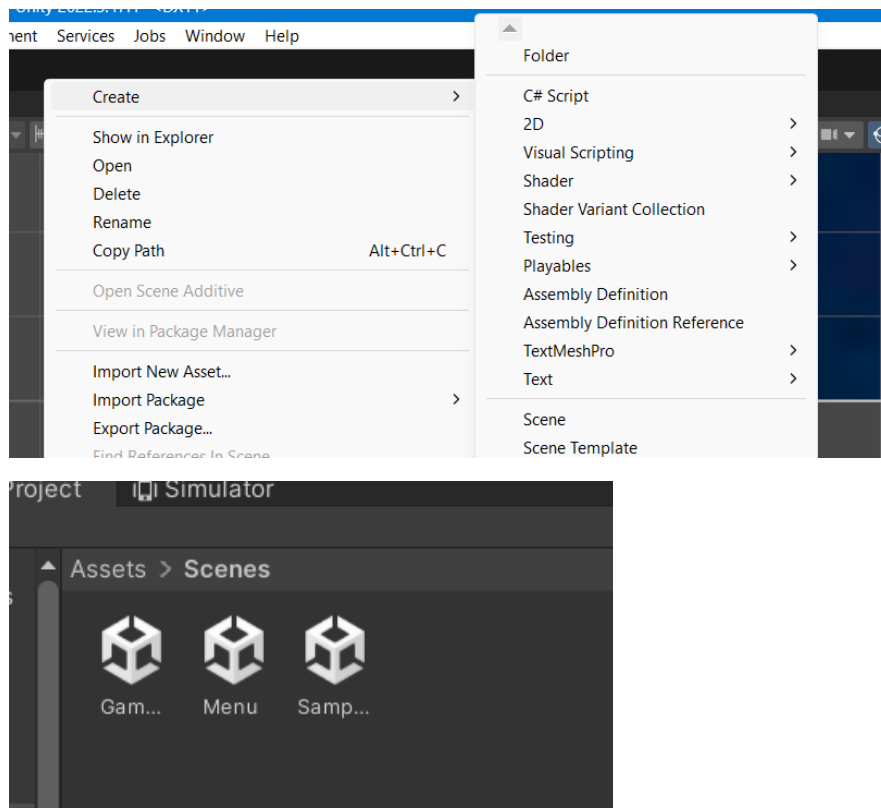
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## I. Introduction

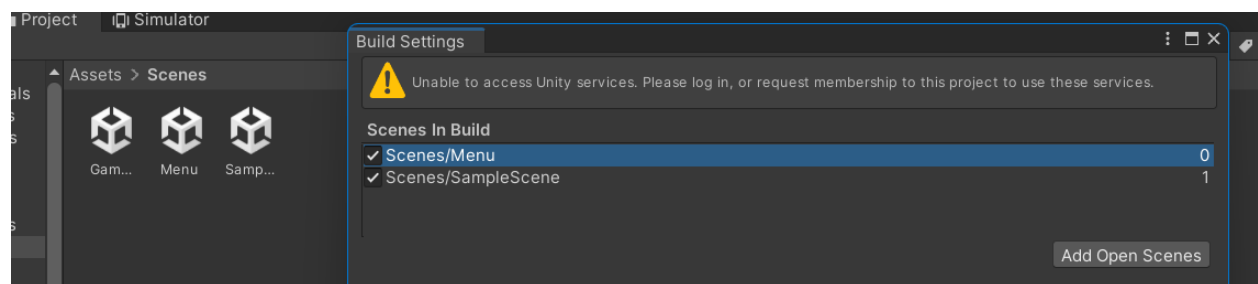
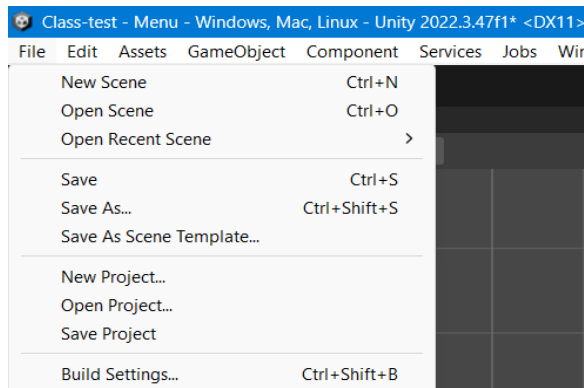
In this project, we will create a game called "Rock, Paper, Scissors." This classic hand game allows players to choose between three shapes: rock, paper, or scissors, with each shape defeating another in a simple contest.

## II. Create Menu

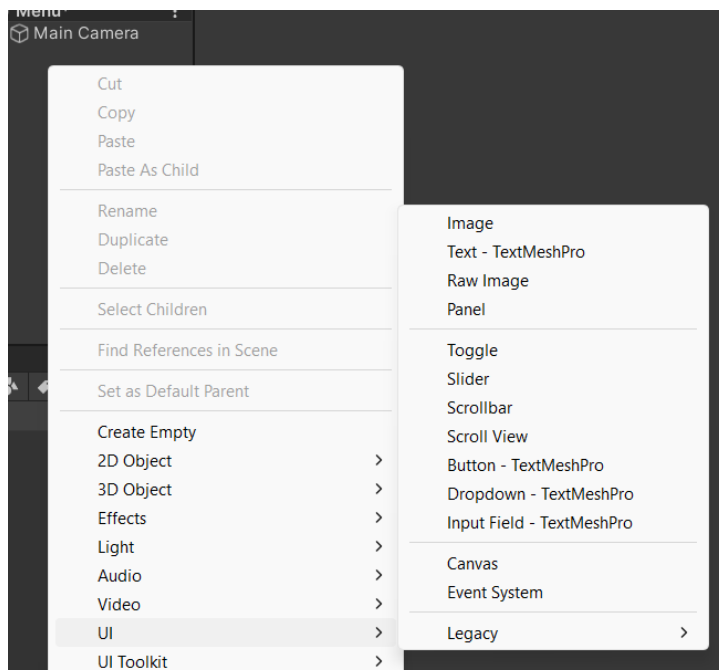
**Step1:** Right-click in the Scene folder, select Create > Scene, and name the new scene "Menu."

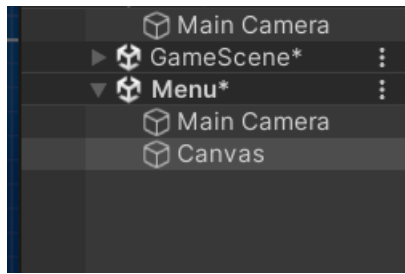


**Step2:** Click on **File**, then select **Build Settings**, and drag the menu scene into the "Scenes in Build" list; this ensures the scene is included in the final game build, allowing players to access it during gameplay.

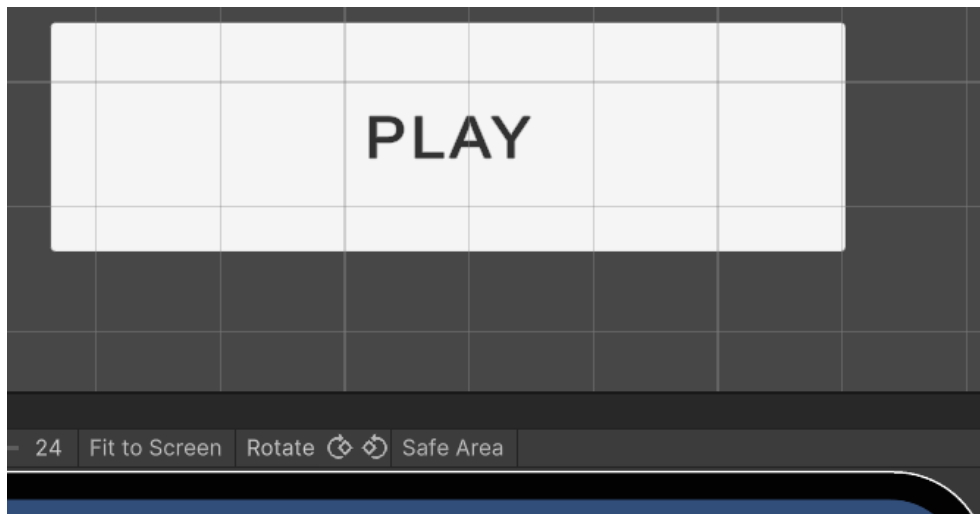
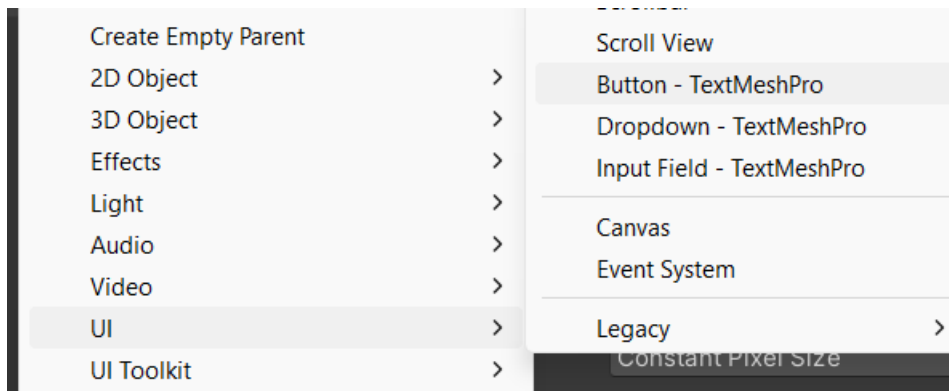


**Step 3:** Right-click in the **Hierarchy**, select **UI**, and then click on **Canvas**. We create a Canvas because it holds all the UI elements, making sure they display correctly and adjust nicely on different screen sizes.

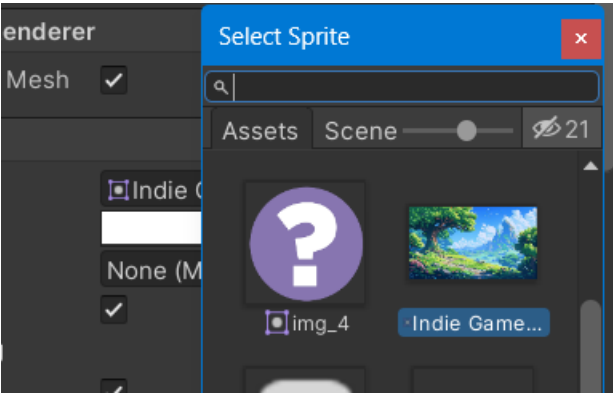
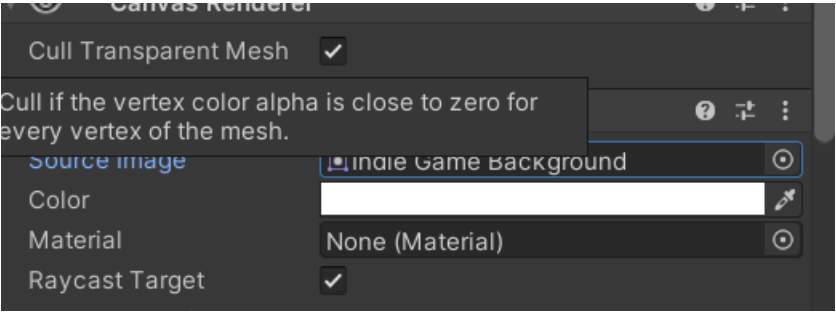
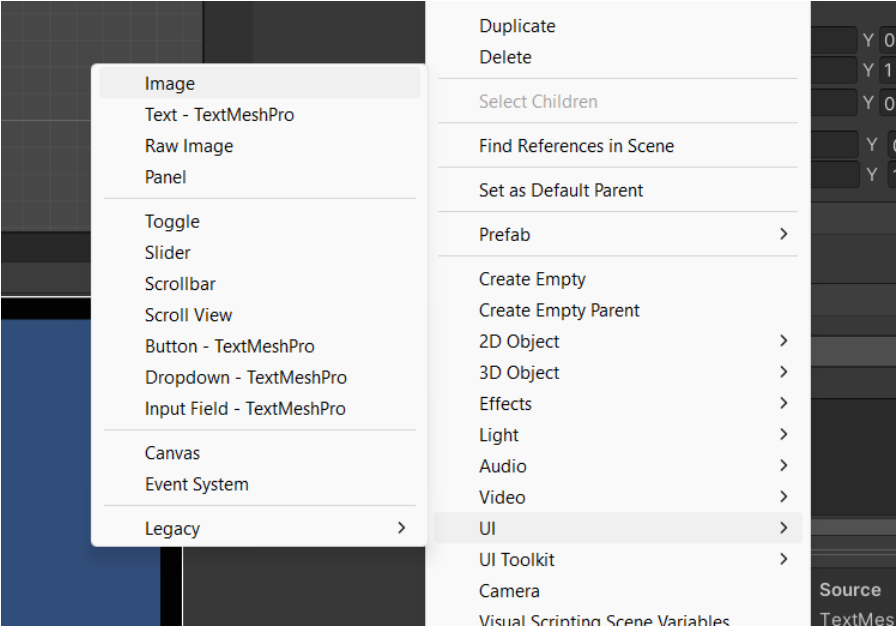


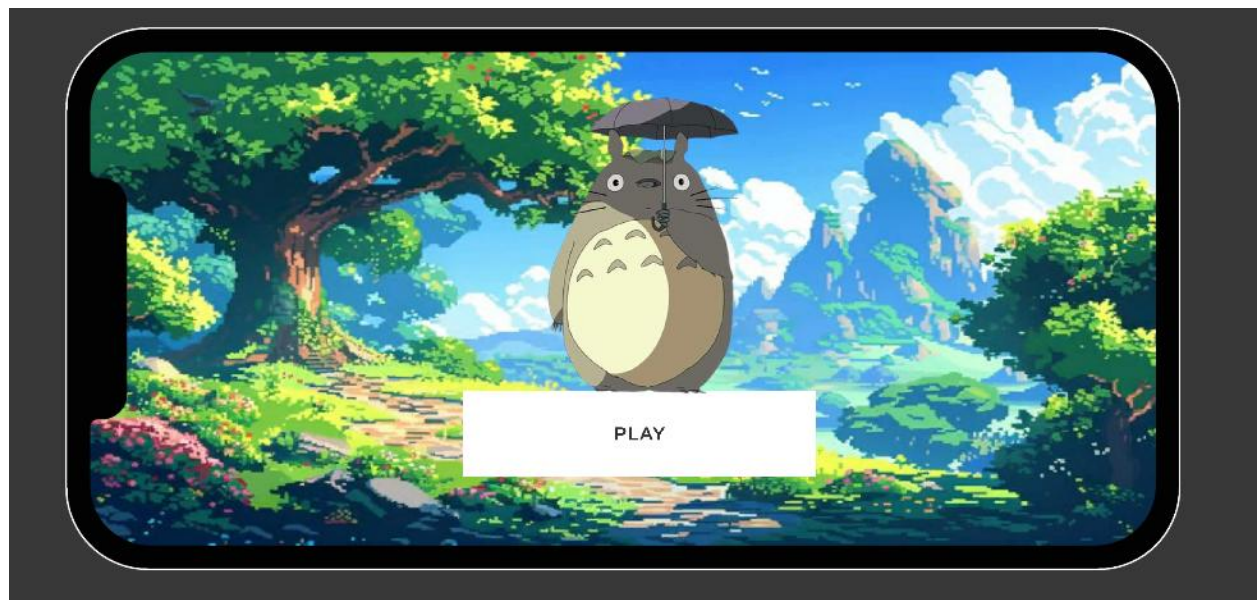
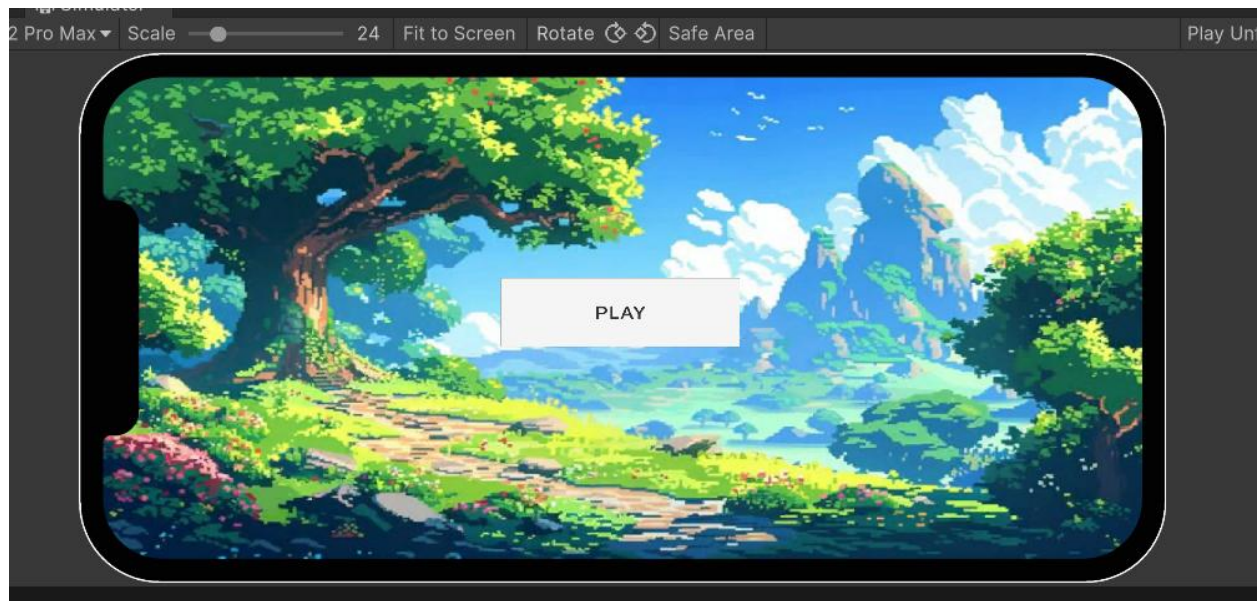


**Step 4:** Right-click in the Hierarchy, select **UI**, and then click on **TextMeshPro - Text** to create a TextMeshPro text element.

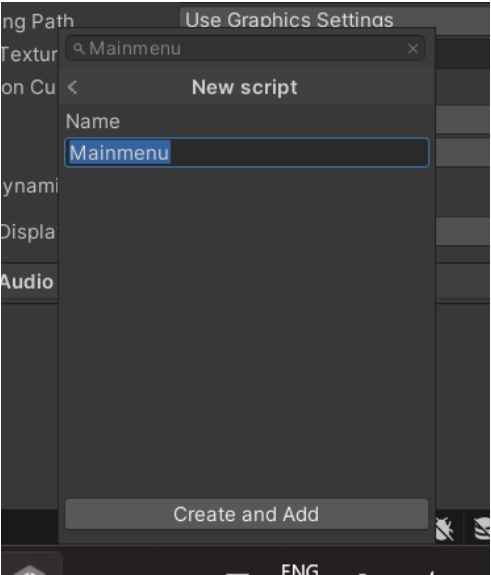
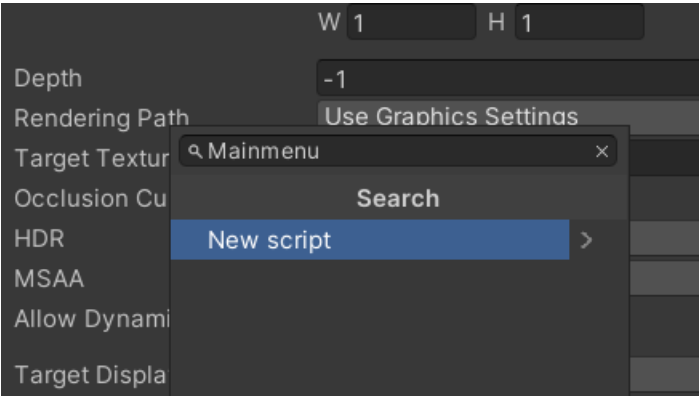
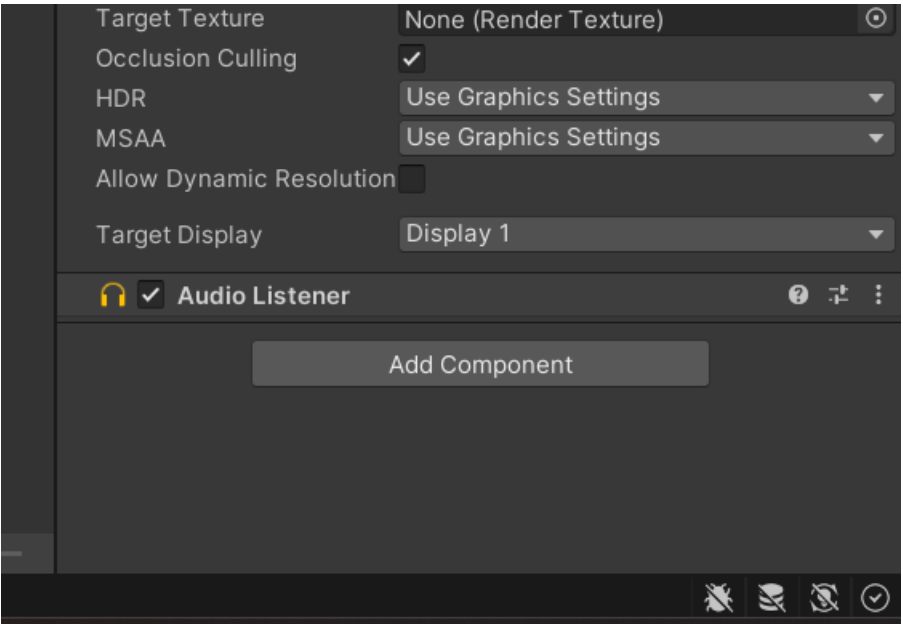


**Step 5:** Right-click in the Hierarchy, select **UI**, then click on **Panel** to create a background, and in the Panel's Image component, choose a sprite for the background.





**Step 6:** Click on the Main Camera, then click **Add Component**, select **New Script**, and name it **MainMenu**.



**Step 7:** Click on Script and write the code. This code for The play Button after Button it will load the next scene in the build setting.

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.SceneManagement;
5
6 public class Mainmenu : MonoBehaviour
7 {
8     // Start is called before the first frame update
9
10    public void PlayGame()
11    {
12        // this will load the next scene in the build settings
13        SceneManager.LoadSceneAsync(1);
14    }
15
16 }
17
```

**Step 8 :** Click the + icon in the Play Button's **On Click** section, then drag and drop the Main Camera into the **None (Object)** field. Next, click on **No Function**, select **MainMenu**, and choose **PlayGame()**.

