

Build settings

To have game with main menu included and proper functionality - you should include both scenes (*Menu.unity* and *Level.unity*) to build.

To do this:

- Choose **File -> Build Settings...** in the Main Menu or just press **Ctrl + Shift + B**
- In the **Build settings** window (below) check **Scenes** those already **In Build**. You should have both scenes here and *Menu.unity* should be on the first place with index 0 (as on image below)
- If you don't have all *Menu.unity* and *Level.unity* in **Scenes In Build** window – just drag and drop them from **Project** window/tab to this window:

