

# Main Menu System - Quick Reference

## Quick Setup (5 Steps)

- 1. Create new scene "MainMenu"
- 2. Build UI canvas with panels
- 3. Add MainMenuManager script
- 4. Create Credits.txt in Resources
- 5. Add input blocking to game scripts

## UI Hierarchy

```
Canvas
├─ MainMenuPanel
│   ├── StartContinueButton
│   ├── OptionsButton
│   ├── CreditsButton
│   └─ ExitButton
├─ OptionsPanel (inactive)
│   ├── VolumeSlider
│   └─ BackButton
└─ CreditsPanel (inactive)
    ├── CreditsText
    └─ BackButton
```

## Essential References

yaml

### Panels:

- mainMenuPanel
- optionsPanel
- creditsPanel

### Buttons:

- startContinueButton
- optionsButton
- creditsButton
- exitButton

### Options:

- volumeSlider
- volumeValueText

### Credits:

- creditsText
- creditsFile (TextAsset)



## Build Settings

File → Build Settings

Scenes in Build:

0. ✓ MainMenu (FIRST!)
1. ✓ GameScene



## Button States

| State   | Text            | Action     |
|---------|-----------------|------------|
| Initial | "Start Game"    | Load scene |
| Loading | "Loading..."    | Disabled   |
| Loaded  | "Continue Game" | Resume     |
| Paused  | "Continue Game" | Resume     |



## Input Blocking

Add to **ALL** game scripts with `Update()`:

```
csharp
```

```
void Update()
{
    if (MainMenuManager.IsGamePaused())
        return;

    // ... rest of update
}
```

### Required Files:

- PlayerPartyController.cs ✓
- ActionButton.cs ✓
- CharacterButton.cs ✓
- ActionResultButton.cs ✓
- PrisonerTeachingUI.cs ✓
- GameUIManager.cs ✓
- CombatManager.cs ✓

## Volume System

csharp

Range: 0.0 - 1.0

Display: 0% - 100%

Saved: PlayerPrefs "MasterVolume"

Applied: AudioListener.volume

## Credits File

Location: Assets/Resources/Credits.txt

Format: Plain text

Type: TextAsset

Loaded: Automatically on menu init

## Scene Loading

csharp

Mode: `LoadSceneMode.Additive`  
Result: Both scenes `loaded`  
Active: Game `scene`  
Menu: Persistent (`DontDestroyOnLoad`)

## II Pause System

Escape Key:

First press → Pause (show menu)

Second press → Resume (hide menu)

Paused State:

`Time.timeScale = 0`

Input disabled

Menu visible

Running State:

`Time.timeScale = 1`

Input enabled

Menu hidden

## 🌐 WebGL Handling

csharp

```
if (Application.platform == RuntimePlatform.WebGLPlayer)
{
    exitButton.gameObject.SetActive(false);
}
```

## 🐉 Debug Commands

csharp

*// Check state*

`Debug.Log($"Paused: {MainMenuManager.IsGamePaused()}");`

`Debug.Log($"Input: {MainMenuManager.IsInputEnabled()}");`

`Debug.Log($"Time: {Time.timeScale}");`

*// Force resume*

`Time.timeScale = 1f;`

## Testing Flow

1. Play → Main menu appears ✓
2. Click "Start" → Game loads ✓
3. Button shows "Loading..." ✓
4. Menu hides automatically ✓
5. Can move player ✓
6. Press Escape → Menu appears ✓
7. Can't move player ✓
8. Button shows "Continue" ✓
9. Click "Continue" → Menu hides ✓
10. Can move again ✓
11. Options → Slider works ✓
12. Credits → Text displays ✓
13. Exit → Game quits ✓

## Quick Styling

```
csharp

// Button size
Width: 300px
Height: 60px

// Font size
Title: 72pt
Buttons: 24pt
Body: 18pt

// Colors
Background: Dark (#202020)
Buttons: Medium (#404040)
Text: Light (#E0E0E0)
Highlight: Bright (#FFFFFF)
```

## Common Issues Fix

| Problem     | Solution                     |
|-------------|------------------------------|
| No pause    | Check Escape key not blocked |
| Input works | Add IsGamePaused() check     |
| No load     | Scene in Build Settings      |
| No sound    | Check AudioListener.volume   |
| Exit shows  | Check WebGL detection        |

## State Diagram

[Main Menu]

↓ Start

[Loading...]

↓

[Game Running] ↔ [Game Paused]

↑ Escape    Escape ↓

## Saved Data

PlayerPrefs:

"MasterVolume" → float (0-1)

"InputEnabled" → int (0/1)

## Feature Checklist

- ☒ Start/Continue button
- ☒ Loading state
- ☒ Additive scene loading
- ☒ Menu hide/show
- ☒ Pause on Escape
- ☒ Input blocking
- ☒ Options panel
- ☒ Volume slider
- ☒ Volume save/load
- ☒ Credits panel
- ☒ Credits from file
- ☒ Exit button
- ☒ WebGL exit hide
- ☒ Time pause/resume
- ☒ DontDestroyOnLoad

---

**Menu Ready 🎮** - Professional game entry and pause system!