

## LAB Manual 11

### Making Multiple Game Modes

- Create a turbo game mode
- Create a hard mode
- Multi-level menu navigation including lock buttons
- Mute and unmute sounds in game

We have already done in previous lab

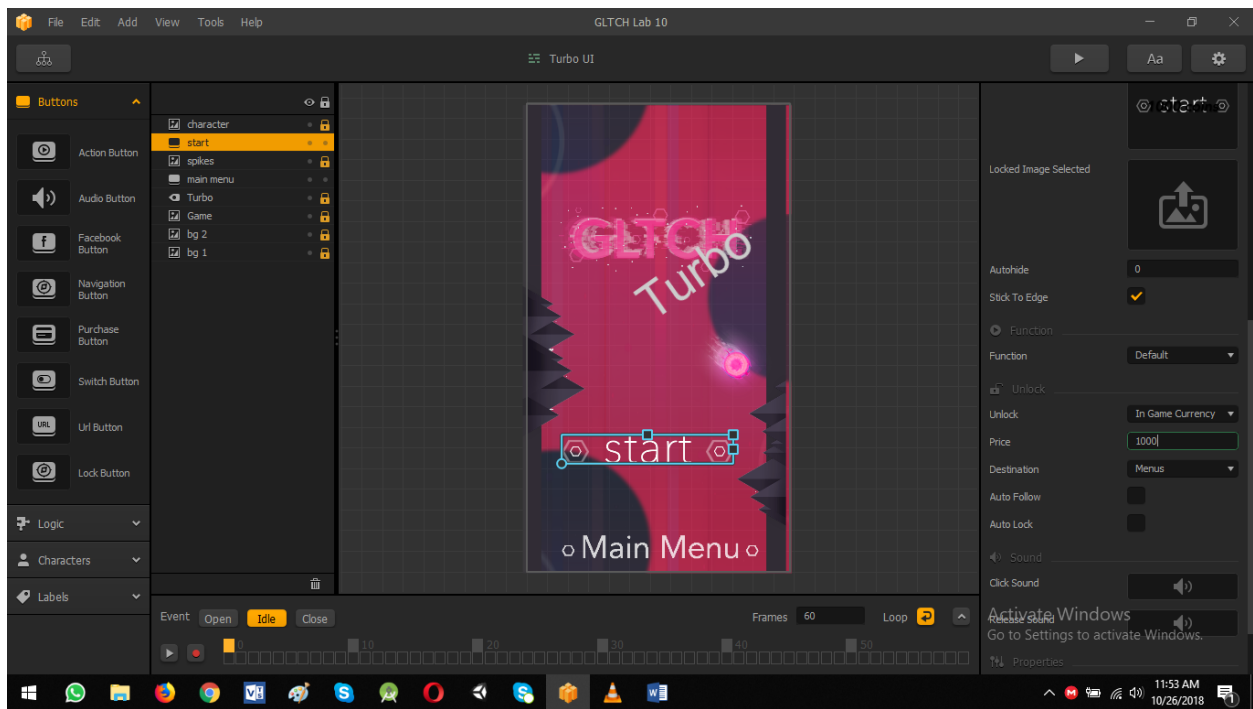
- **Turbo Mode**
- **Hard mode**

Let's start with lock buttons

Now we have extra modes turbo and hard

Double click on **Turbo UI**

- Select on start button
- Delete it
- Drag **lock button** from assets panel buttons option
- Name it to Start
- Drag start image to image option
- Drag 1000 coin image to locked image option in lock button to show the user that it can be unlock after collecting 1000 coins
- Now set the price to unlock it through in game currency



Repeat this process for Hard UI

Just drag the audio button to Main Menu UI screen from Buttons

- Drag sound image to sound option
- Drag mute image to sound off option