

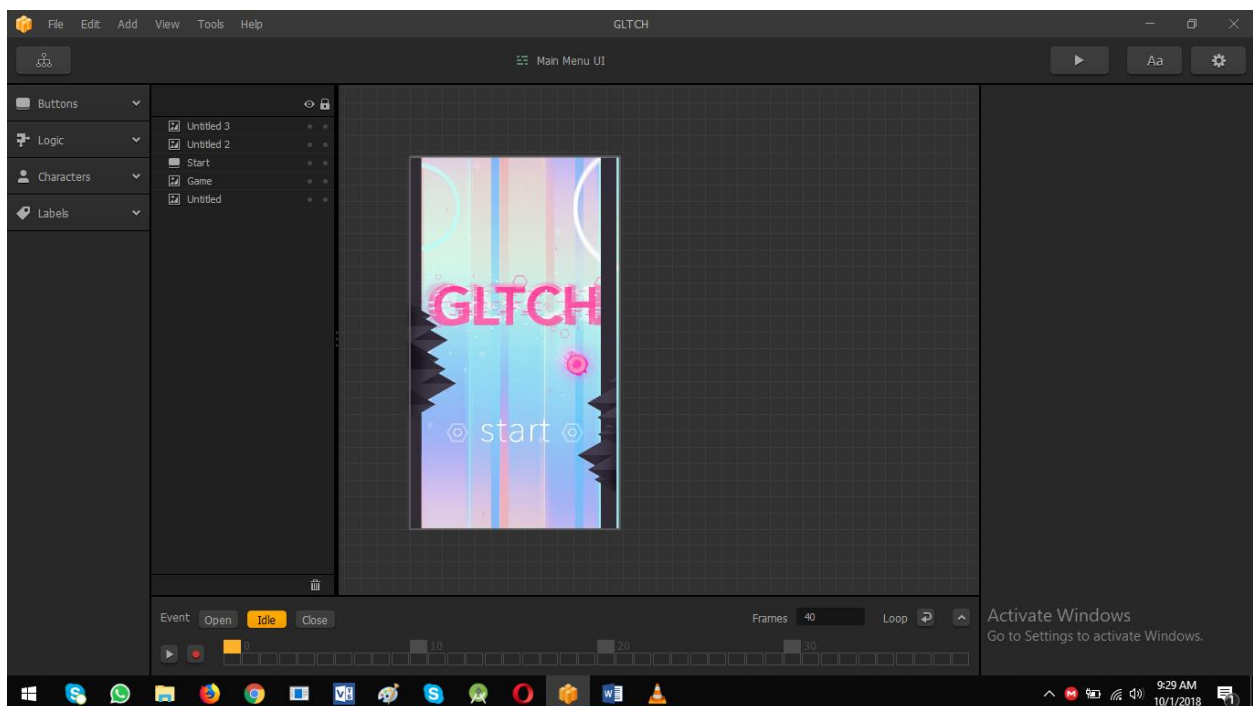
## LAB Manual 09

### Animated Menus and Game Sounds

- Animate the main menu
- Animate the game over menu
- Add background music and sounds

#### Animate the Main Menu

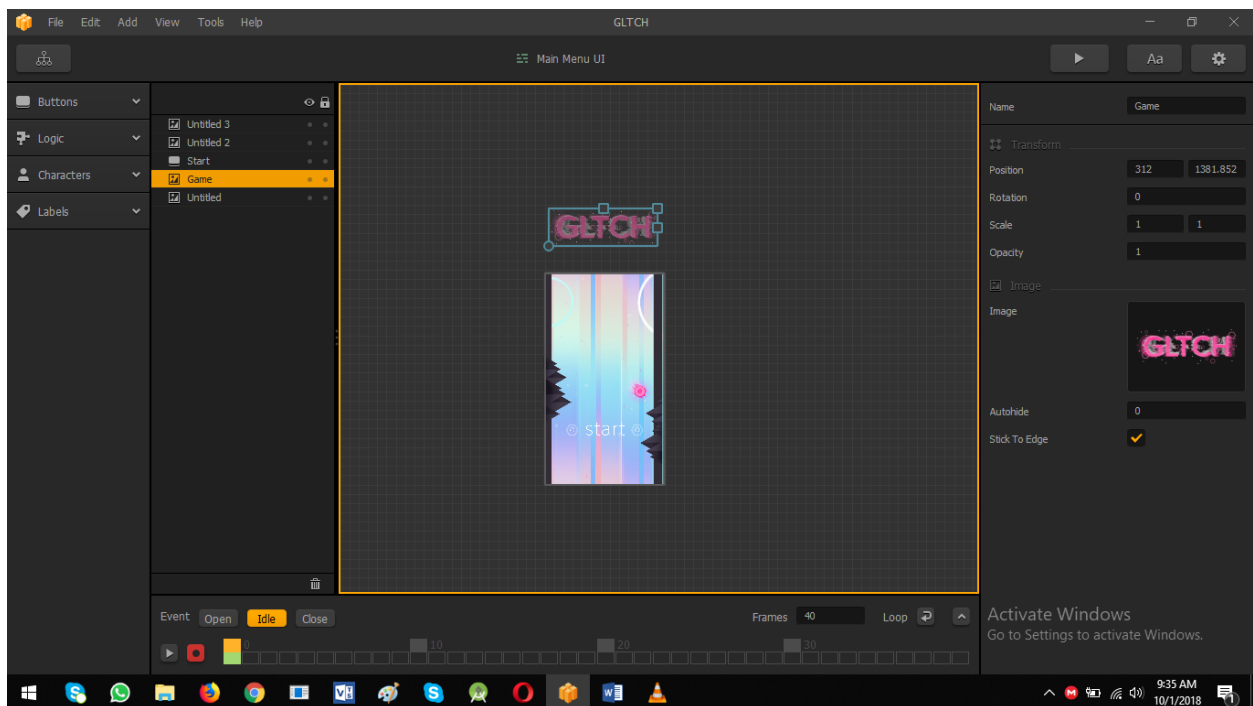
- Bottom of the window you can see different option to animate the menu elements
- When the menu start Title come down from top and start button come up from bottom



#### Let's start with game title

- Select the title and check the movement editor
- Select the Open

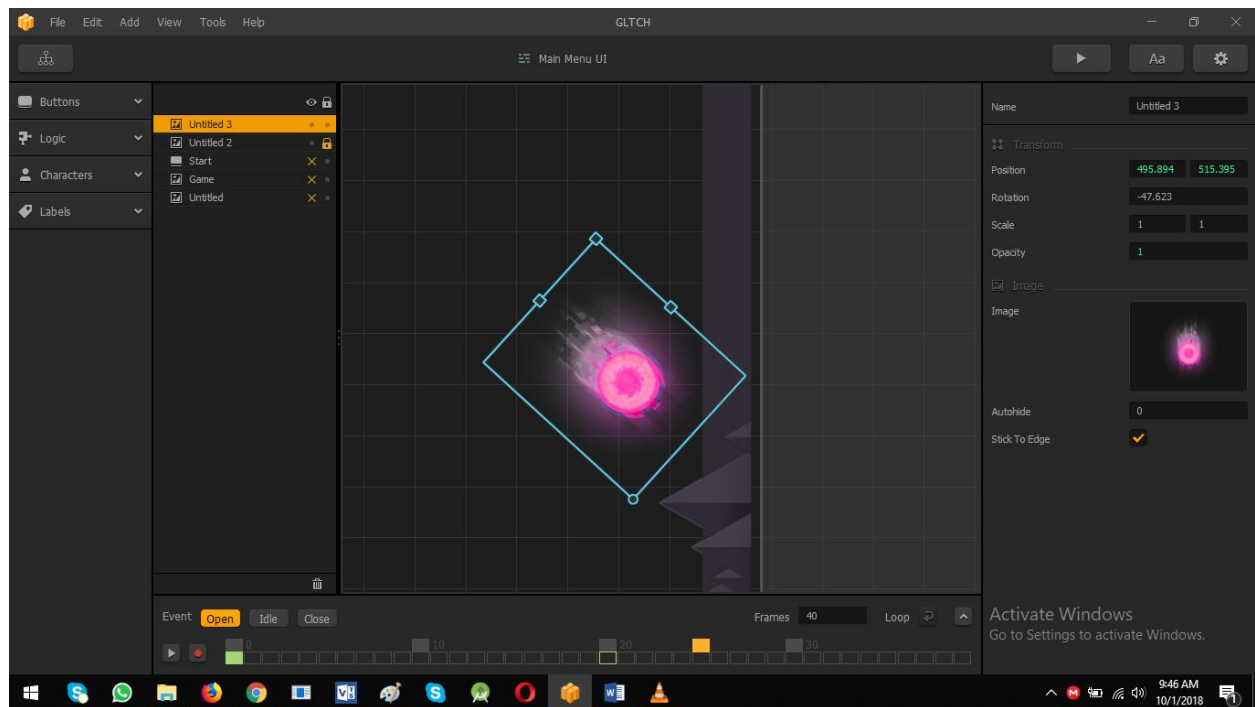
- This option will be played when menu is opened
- Push record button
- When we change the position then buildbox will record the data at that frame shown by green bar at movement editor



After animation of Game Title and Start button

Let's animate the character

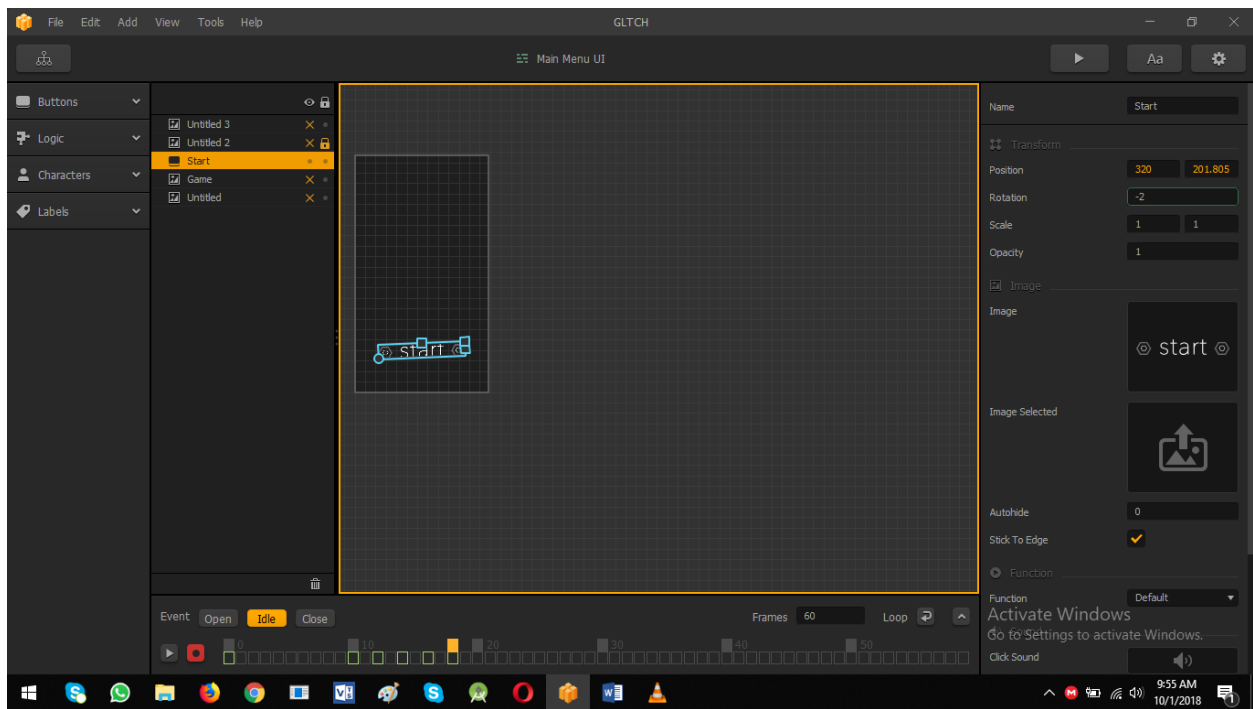
- At position 20, set opacity to 1 and record the current position
- At position 0, set opacity to 0 and drag little bit below



Then record the same positions in **Open** and **close** events.

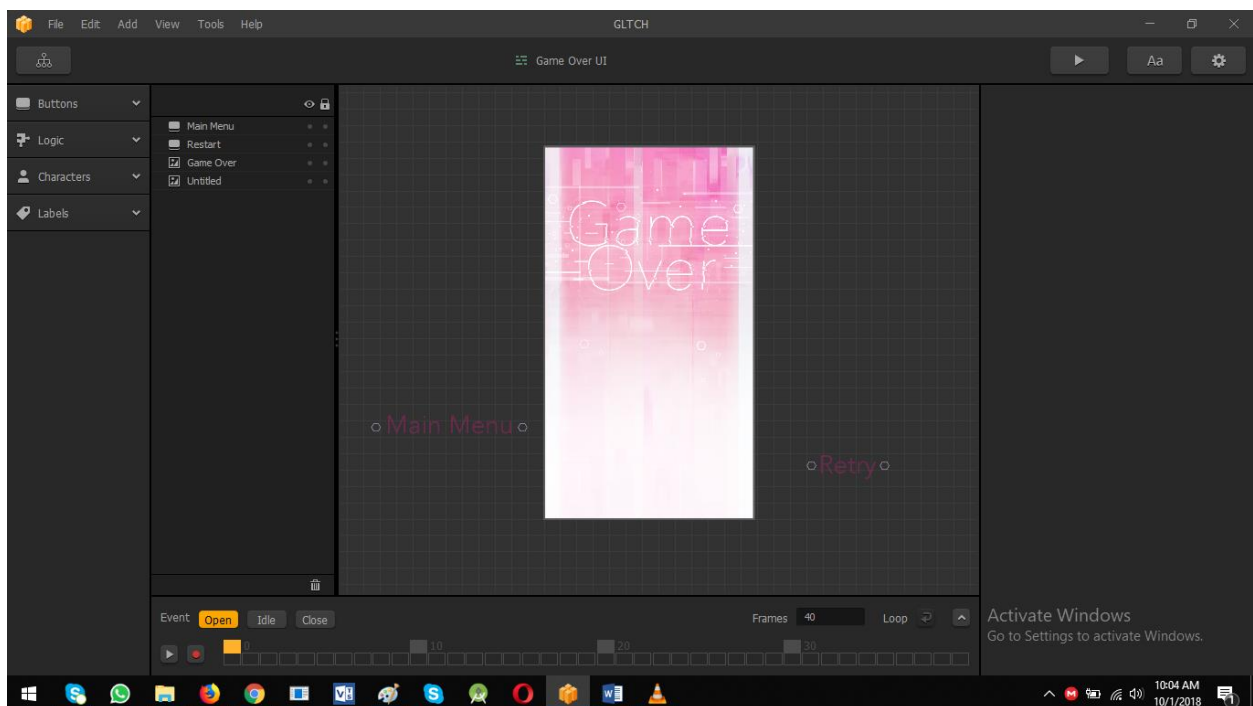
Now move to the **idle event** in movement editor

- Let's shake the start button
- Buidbox move 30 frames per second... put value to 60 frames for 2 seconds
- Hide everything except start button

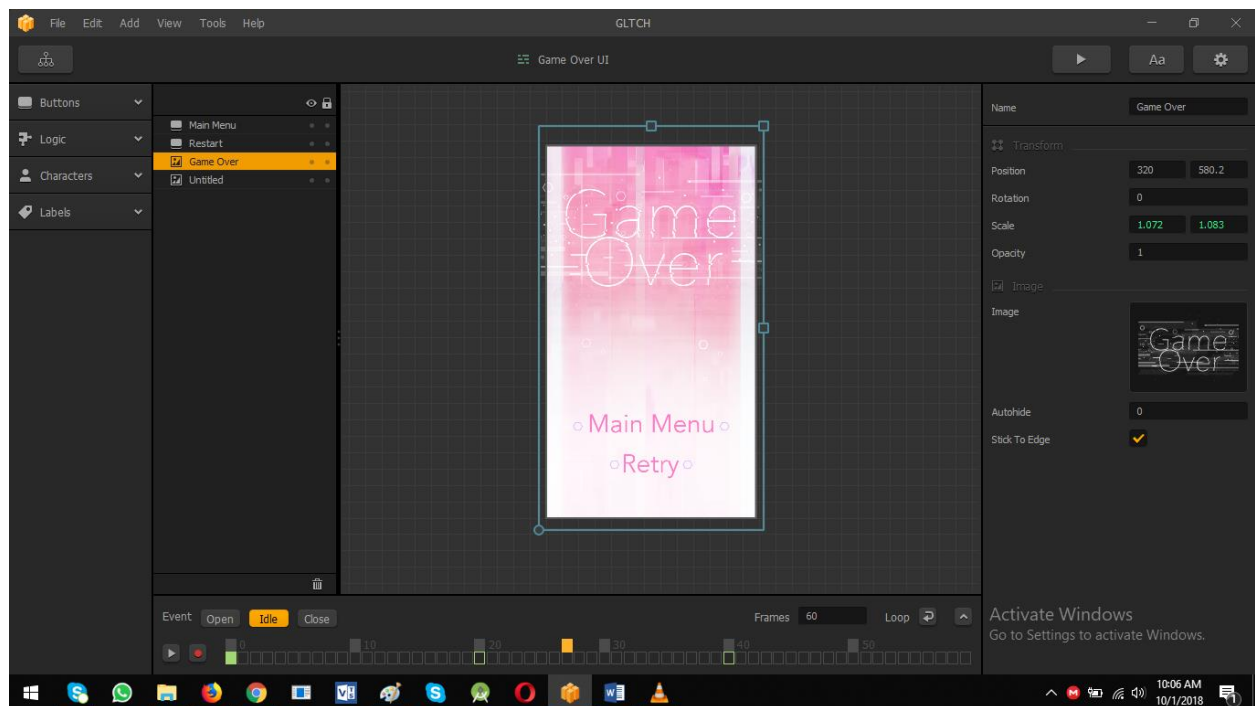


## Animate the Game Over Menu

- Animate buttons



## Game over Title Zoom in and zoom out



## Let's talk about sounds

- No game is completed without sounds effects
- Music is loaded in user interfaces
- When game over menu is loaded then sounds will be played

## Add sounds in main menu UI buttons

- To add same music just add the music, do not drag it again
- Add music to game over and pause menu ui buttons

## Then add sounds to

- Character
- Enemies

- Coins
- Invincibility