



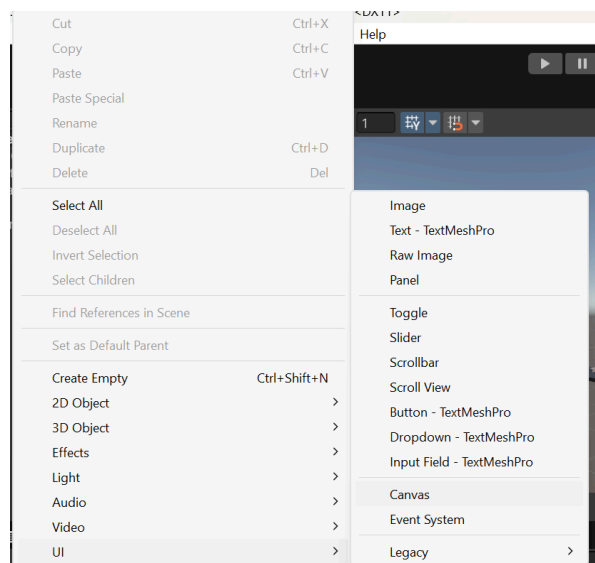
Aror University of Art, Architecture, Design and Heritage
SUKKUR, Sindh
Department of Multimedia and Gaming
Course: Game Programming CSC-221 (Practical)
Instructor: Engr. Fatima Jaffar

Lab No. 05

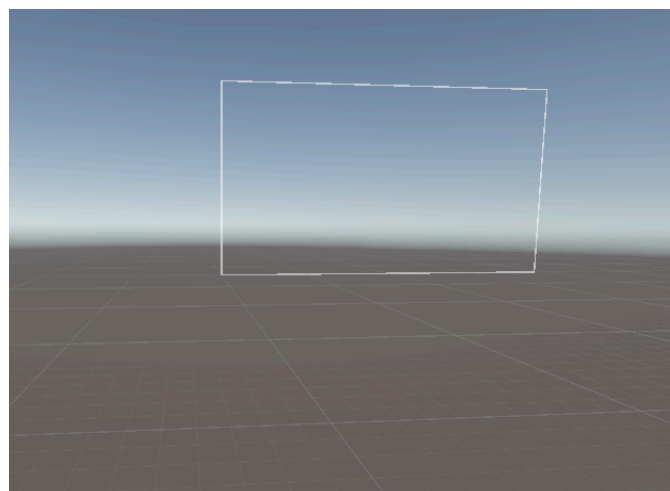
Objective: Creating a UI Menu in a game

Adding text and multiple menus in the UI

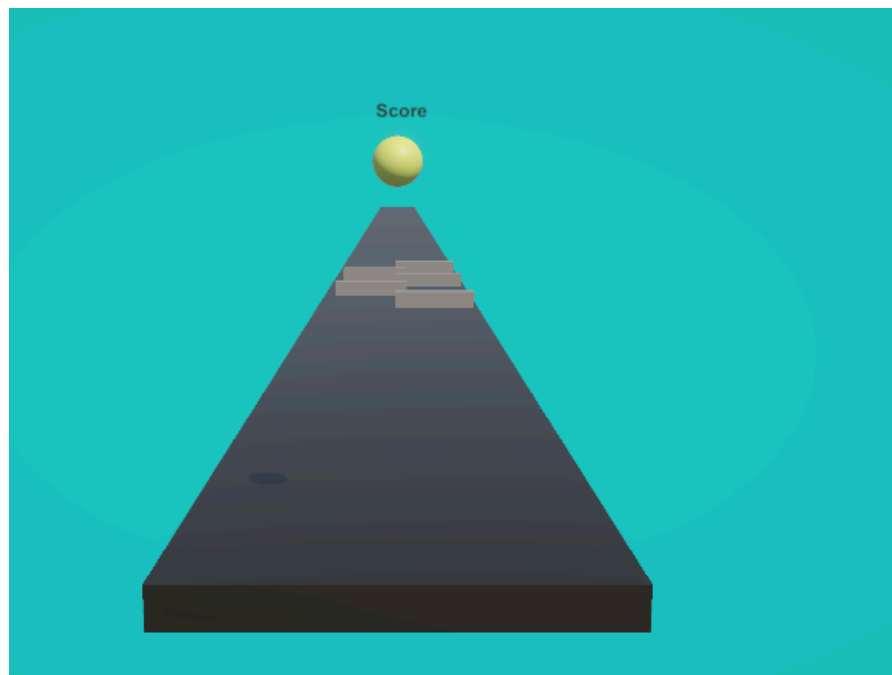
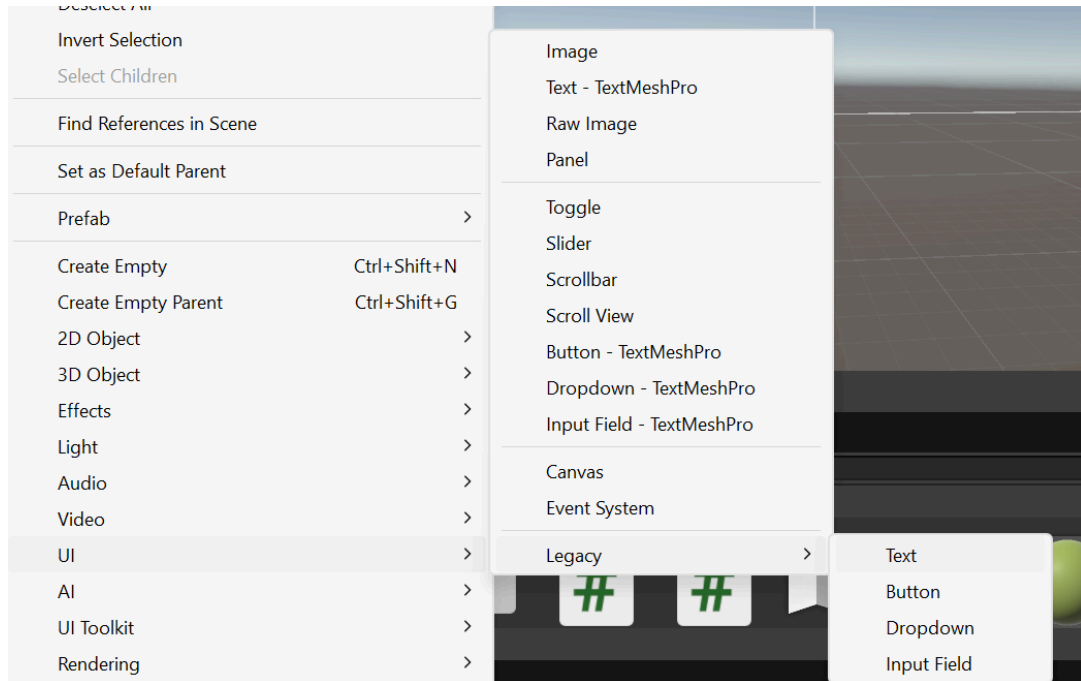
Adding a Canvas



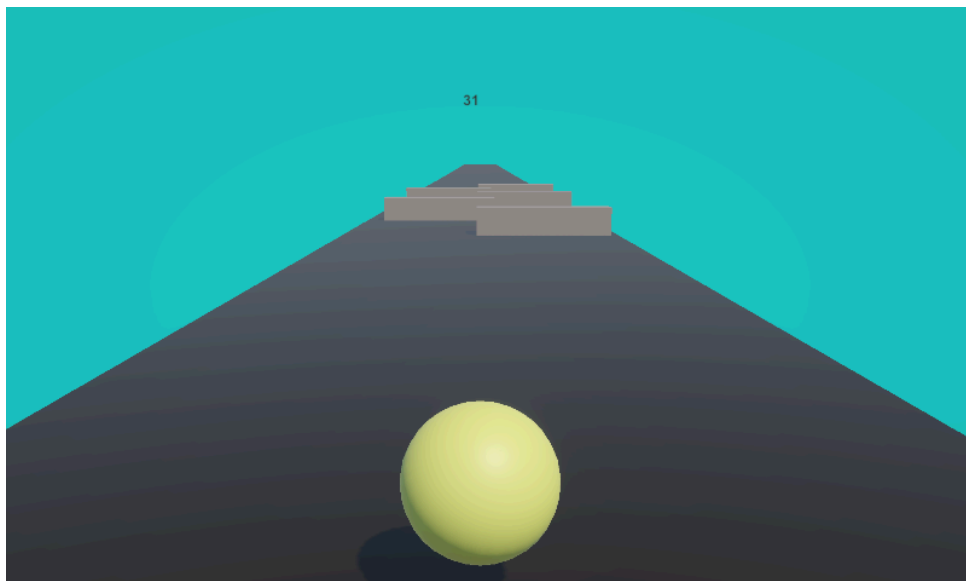
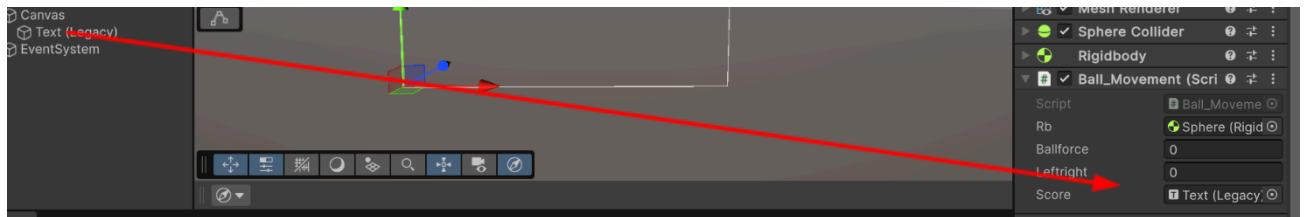
- **A transparent canvas has been created, now you can add multiple options in the canvas.**



- Lets create a score menu
- You can show score with multiple options, we are using text here to show the score.



- Adding and updating the score
- In C# script, we need to create a score variable which will store and update the score



- Add the following code in the update function to move the ball in left and right direction when specific keys are pressed.

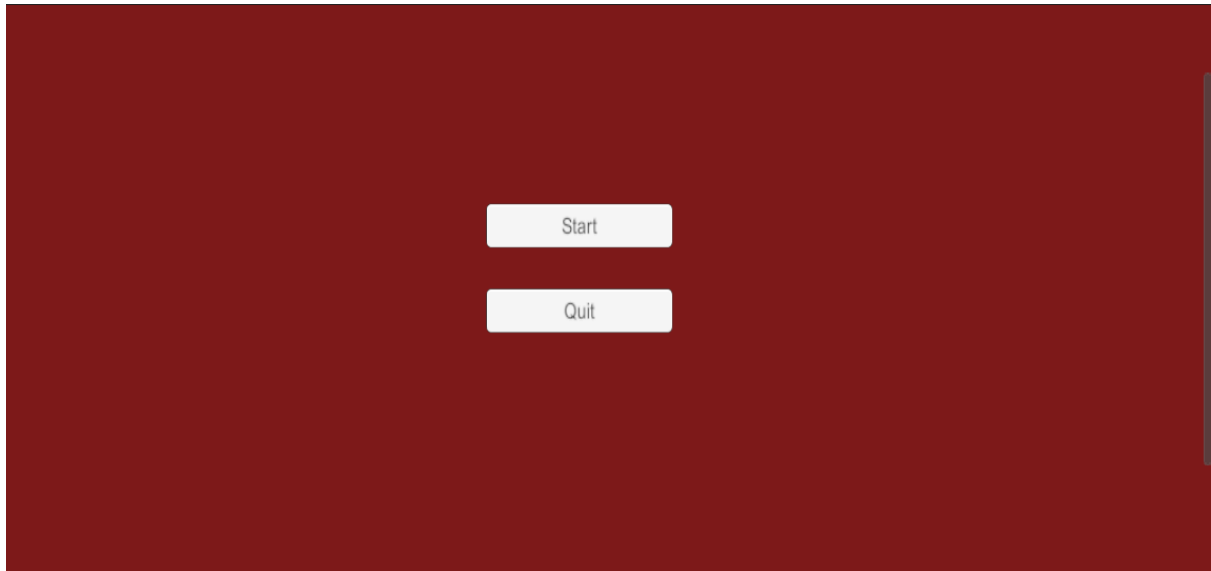
```
,
if (Input.GetKey("a"))
{
    rb.AddForce(-ballforce, 0f, 0f);
}
if (Input.GetKey("d"))
{
    rb.AddForce(ballforce, 0f, 0f);
}
```

Task:

Your task is that the make it game over, when the ball falls down.

Create a Simple main Menu

- Add canvas
- Add start and quit buttons
-



- Create a script and attach it to the main menu scene.

```
}  
//creating functions for the buttons  
0 references  
public void startgame()  
{  
    SceneManager.LoadScene(1);  
}  
0 references  
public void quitgame()  
{  
    Application.Quit();  
}  
}
```

-

Exploring Unity Asset Store