

Start Menu Script

Today we will learn how to create a start menu script:



You will only create:

- A START Button
- HOW TO PLAY Button
- QUIT Button

Step1

First create a script and call it “StartMenu” then load it up.

Then delete the void start and void update code, then it should look something like this:

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class StartMenu : MonoBehaviour
6  {
7
8
9
10 }
11
```

Go to line 4 and type:

using
UnityEngine.SceneManagement;

It is important you add this to the script, or the script will not work

```

1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5  public class StartMenu : MonoBehaviour
6  {
7
8
9
10
11

```

It should look like this after

Step2

Next go to line 8 and type:

```

public void ButtonStart()
{
    SceneManager.LoadScene("Level1");
}

```

When we get to creating the button, whenever you press start, the name in the brackets, in this case "Level1" will appear

```

3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5  public class StartMenu : MonoBehaviour
6  {
7
8  public void ButtonStart()
9  {
10     SceneManager.LoadScene("Level1");
11 }
12

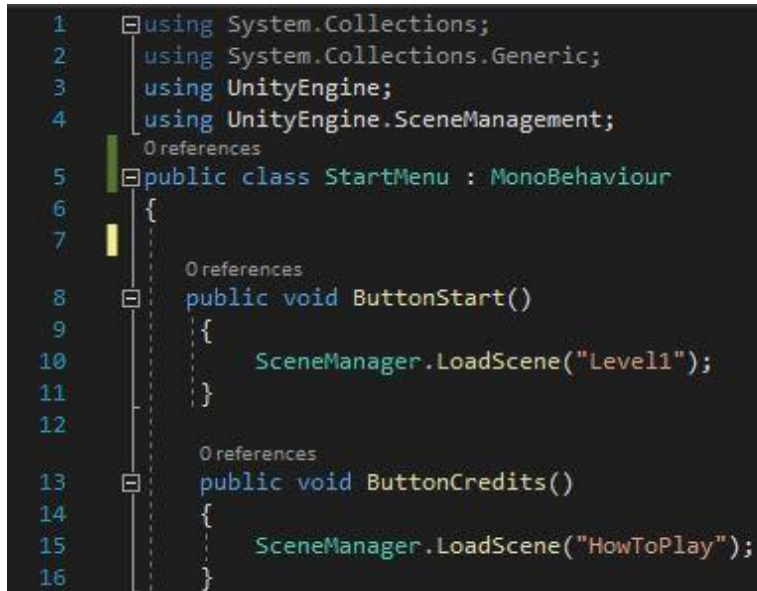
```

It should look like this after

Then underneath type:

```
public void ButtonCredits()  
{  
    SceneManager.LoadScene("HowToPlay");  
}
```

When we get to creating the button, whenever you press how to play, the name in the brackets, in this case "HowToPlay" will appear

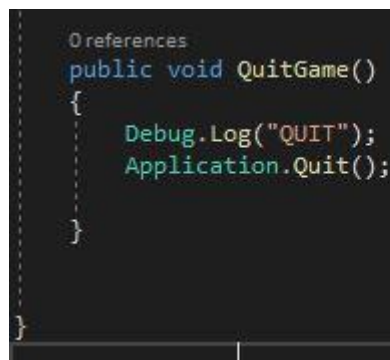


```
1  using System.Collections;  
2  using System.Collections.Generic;  
3  using UnityEngine;  
4  using UnityEngine.SceneManagement;  
5  public class StartMenu : MonoBehaviour  
6  {  
7  
8      public void ButtonStart()  
9      {  
10         SceneManager.LoadScene("Level1");  
11     }  
12  
13     public void ButtonCredits()  
14     {  
15         SceneManager.LoadScene("HowToPlay");  
16     }
```

It should look like this after

Then underneath type:

```
public void QuitGame()  
{  
    Debug.Log("QUIT");  
    Application.Quit();  
}
```



```
References  
public void QuitGame()  
{  
    Debug.Log("QUIT");  
    Application.Quit();  
}
```

It should look like this after

When we get to creating the button, whenever you press Quit, (only when you build your game), it will close the game

```

1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5  References
6  public class StartMenu : MonoBehaviour
7  {
8  References
9  public void ButtonStart()
10 {
11     SceneManager.LoadScene("Level1");
12 }
13 References
14 public void ButtonCredits()
15 {
16     SceneManager.LoadScene("HowToPlay");
17 }
18 References
19 public void QuitGame()
20 {
21     Debug.Log("QUIT");
22     Application.Quit();
23 }
24 }
25
26
27

```

After writing all the script it should look like this

Step3

Next save the script and return to unity

To create a button, it is simple you just must click

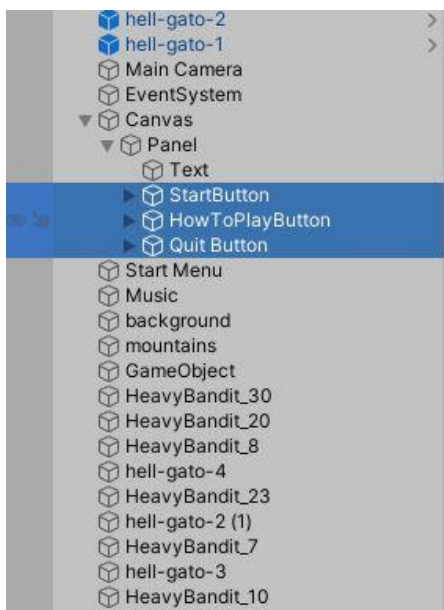
GameObject



UI



Button



Then they would appear in the hierarchy. All I did is duplicate it by pressing Ctrl + D 2 times. Afterwards you can change the name by pressing right click and rename it. You can do the same to the other buttons

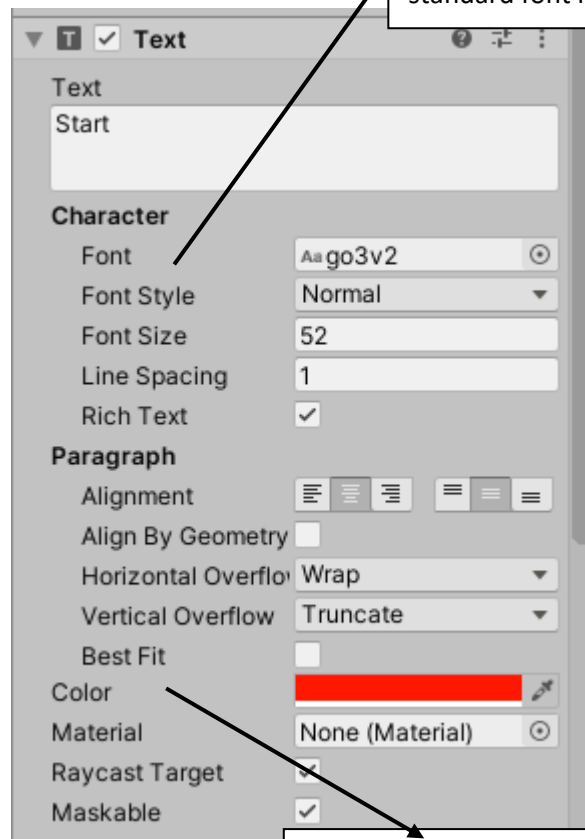


When you go into your scene view, you may realise I have changed the name of each text in the button.

To change the font, you can download any font of your choice or pick a standard font in unity



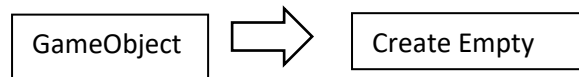
You press the arrow down button and then go into the inspector and go to the text option and change it to "Start". Then you do the same with the other buttons



To change the colour, you can download any font of your choice or pick a standard font in unity

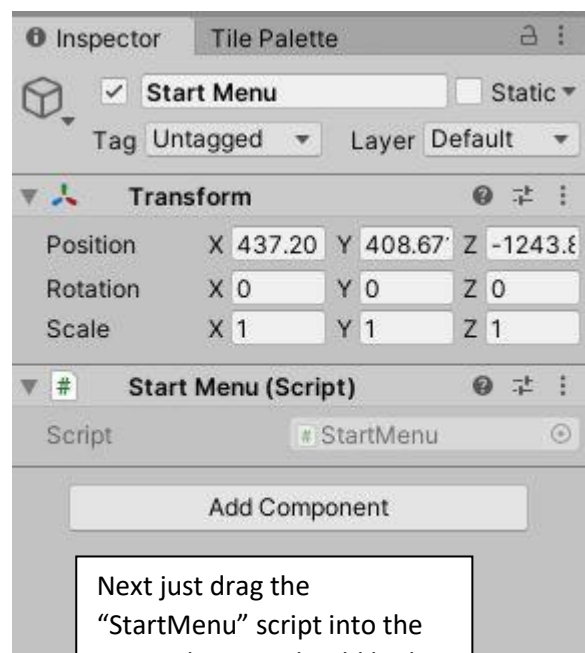
Step4

You need to create a GameObject and attach the “StartMenu” script into it. You do this by



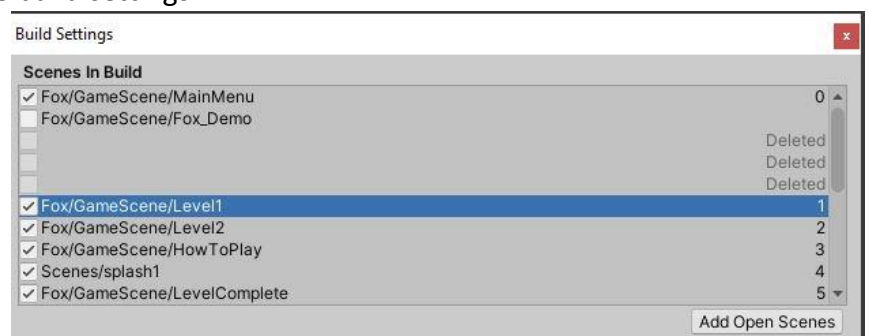
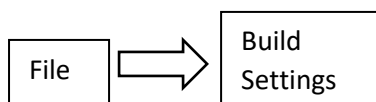
Start Menu

You should notice your GameObject in the hierarchy now and it will highlight it for you. All I did was change the name

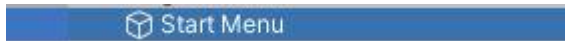


Next just drag the “StartMenu” script into the GameObject. It should look like this

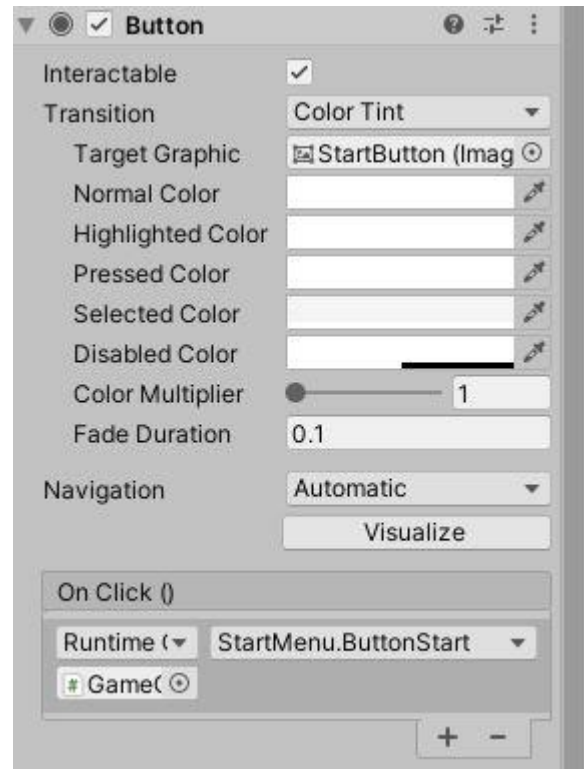
Next you must add the scenes into the build settings



This will pop up. All you must do is drag all the scenes you want inside

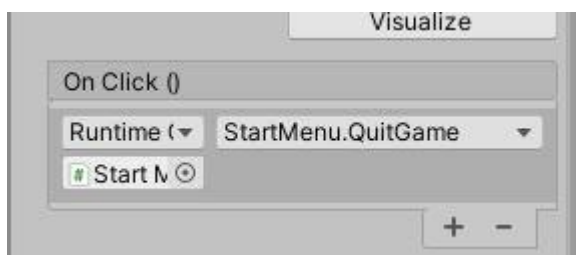
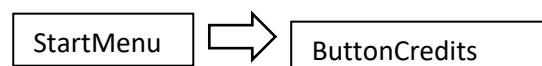
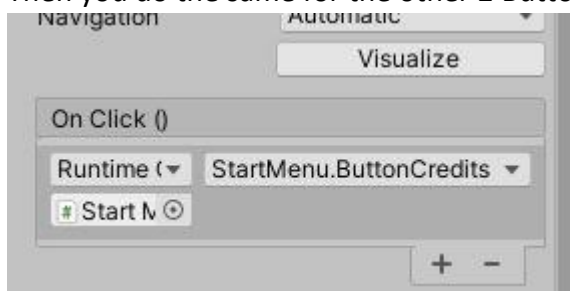


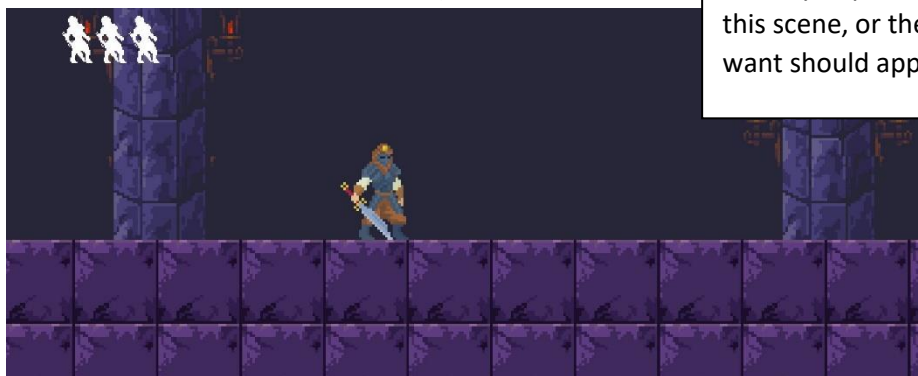
Select the "StartMenu" object you created, then go into the hierarchy and scroll down till you see the "StartMenu" object into the button section. Underneath there would be a section, just drag the GameObject into the section



Next go to the drag down button and select the GameObject you created, which would be "StartMenu", then select "ButtonStart()"

Then you do the same for the other 2 Buttons





When you press "Start" this scene, or the one you want should appear.



When you build your game and press the "Quit" button, it will quit the game.