

Step 1:

To start making a button prompt, begin by right clicking the **Hierarchy** go down to **UI** and select **Canvas**.

Step 2:

Right click again and create **UI>Image** (henceforth referred to as **Prompt Image**) and UI>text (referred to as **Prompt Text**). Insert whatever text you would like and rename them as you will, placing the Prompt Text game object as a child of the Prompt Image.

Step 3:

Create 2 3d Objects, a cube and a capsule. In the Cube's inspector, click the Tag dropdown menu and select **create tag**. From there create and assign it the tag '**Collect**

Step 4:

In the Capsule's inspector, create a new script called '**RaycastButtonPrompt**' and establish the following classes:

```
public float Light; //this is so you can edit the length of the raycast in unity without having to open the script
public Image prompt;
public bool prompton;
```

Step 5:

In Void Update () begin the establishing line of your raycast

```
RaycastHit hit;
Ray PromptRay = new Ray(transform.position, Vector3.forward); //this creates your ray
```

```
Debug.DrawRay(transform.position, transform.forward * Light); //this establishes the length of your ray and allows you to see it in the scene
```

Step 6:

From here, we add in the section of script that activates and deactivates the button prompt accordingly:

```
prompt.gameObject.SetActive(false); //this sets the button prompt game objects (Prompt Image and Prompt Text) as inactive

if (Physics.Raycast(PromptRay, out hit, Light))
{
    if (hit.collider.tag == "collect") //if the ray hits any gameobject tagged with "collect"
    {
```

```
prompton = true; //then the bool prompton will be set to true

    if (prompton == true)
    {
        prompt.gameObject.SetActive(true); //when the bool prompton is
true, then the button prompt game objects will be active and visible
    }

    if (Input.GetKeyDown(KeyCode.Space))
    {
        Destroy(hit.transform.gameObject); // destroy the object hit when
the spacebar is pressed.
        prompton = false;
    }
}
```