# Main Menu script creation tutorial

Information – The following script will work with the Unity UI system in creating UI buttons complete a task such as load a new scene.

Step 1 – Create a UI canvas by right clicking the mouse and going down to UI and then clicking canvas once created right click on the canvas object and choose Button – if you wish to add custom text that you have choose and install textmash pro Once the buttons have been created go back to the canvas object and create a script called ‘*MainMenuScript’*

Step 2- The script itself is not very complicated, Firstly add

‘using UnityEngine.UI;

using UnityEngine.SceneManagement; ‘

To the very top of the script this will allow the script to use scene manager and to access the UI, When using the button you want to be able to press on them this is done via the *OnMouseDown* command. Create a new function called *‘Public Void OnMouseDown()’* Inside place the functions that you want to call when pressing down on the mouse button . These can include a Play function seen as *Play();* for this tutorial we will use 3 which are *Play(); Credits(); and Quit():* Once you have created those we then need to use them, this is done by making a separate function outside of the OnMouseDown one all starting with Public void and then what ever you called them such as Play();

Step 3 – Inside of the *Play();* we will want to launch the game scene this can be done via the scene manger and goes *as SceneManager.LoadScene(“GameScene”);* change *GameScene* for what ever the name of the scene you wish to load into.

Step 4 – Continue this for every button you wish to do that is the same but a different scene, for a quit button it will be slightly different inside the *Quit()* area you will place *Application.Quit();*

*Step 5 –* Once done save the script and go back into unity, click on the Button inside the ui and go down till you see *On Click (Button)* in this section press the + symbol and then drag the Ui canvas into the area which says game object once done you will then be able to access the script to find the functions and place them on the correct button.

After this you should be able to use the buttons in the game (if loading into a scene make sure you have added it to the build settings for it to work).