

Main Menu behaviour

Drag the canvas asset into the hierarchy and the **MainMenu.cs** script into the **MainaMenu** part of the hierarchy not the children of the asset. You then go to the play section of the children and look in the inspector for both the **PlayButton** and **QuitButton**. Scroll to the bottom and there will be a box with a + and – button on it. Click on the + button to add a function.

You then should have an open tool bar scroll down to **Main menu** and click on **play game**; you will then do the same for the **quit button**.

When you press play it should take you to a new scene and when you press quit if it a build it should quit the build. However, if it still in unity look console and it should say “QUIT” meaning it would quit if it was a build.

Example Scene

Included in this package is an example demonstrating how the movement of the character should behave.

- Drag canvas from example folder to the hierarchy (should include text and buttons)
- Add MainMenu scrip to the parent of the asset
- Create function for both play and quit button in inspector
- Play scene

The play button should take you to a different scene and the quit should quit the game.