

Main Menu

This component is a main menu that you can add to the start of your game. The package imports textmeshpro essentials and extras.

In the build settings of your game, the main menu scene can be any number order. The play scene ***MUST*** be one scene after the main menu.

The quit button quits the application and has a debug message to check this.

The options menu has a back button to return to the main menu. The options menu has no functions so that you can code your own functions there.