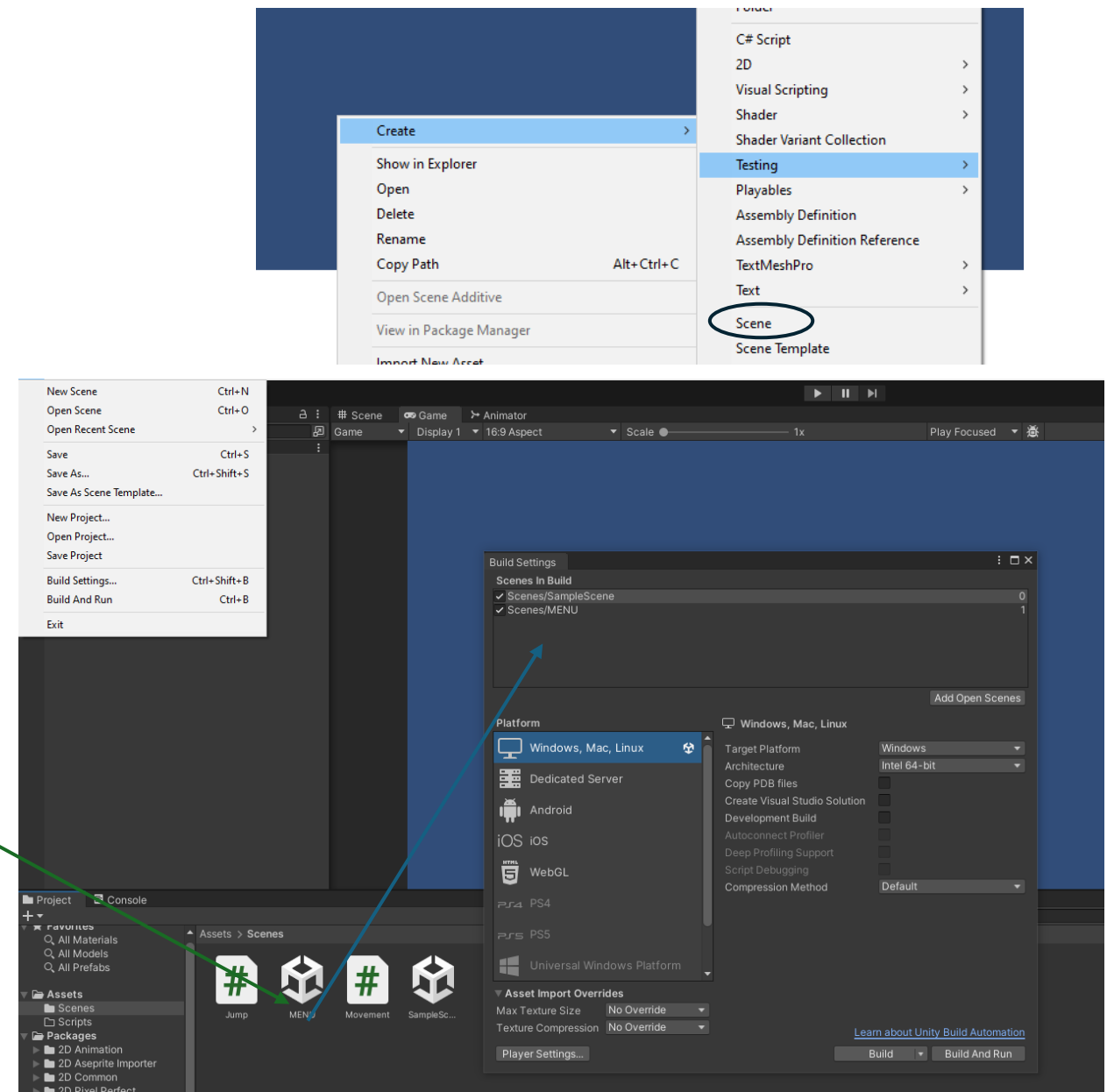


MAIN MENU

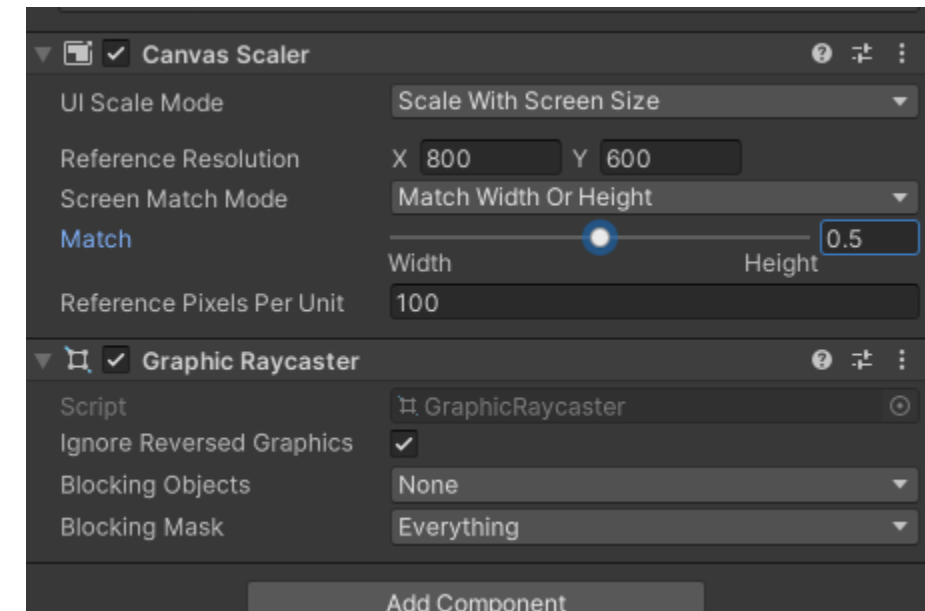
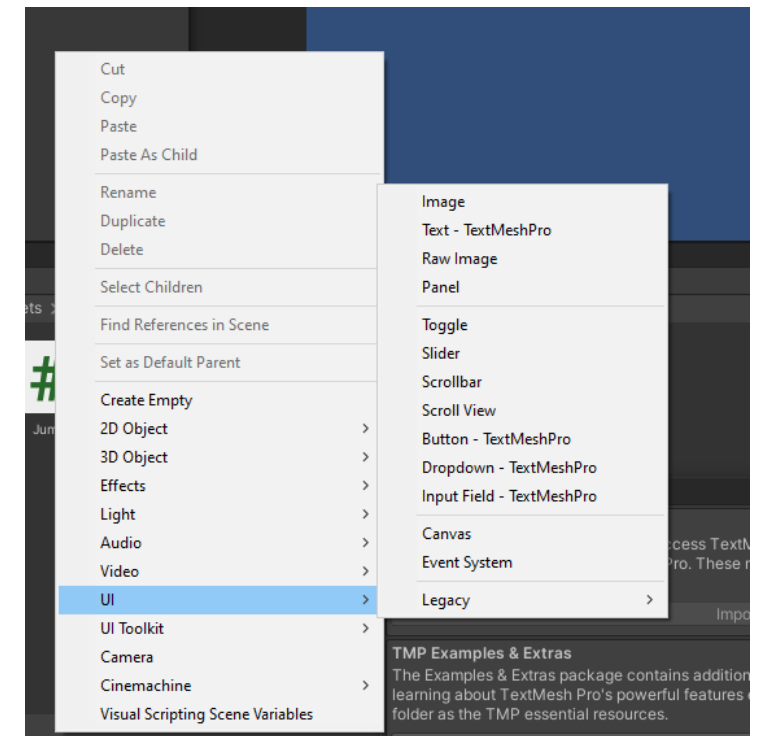
Creating a Scene

- First you're going to create a scene by right clicking in the project area, clicking create -> scene. Highlighted in image
- Next you're going to click files -> build settings then drag the scene you created (menu) into the build settings
- Adding your scenes to your build settings are important because it enables you to search between scenes.



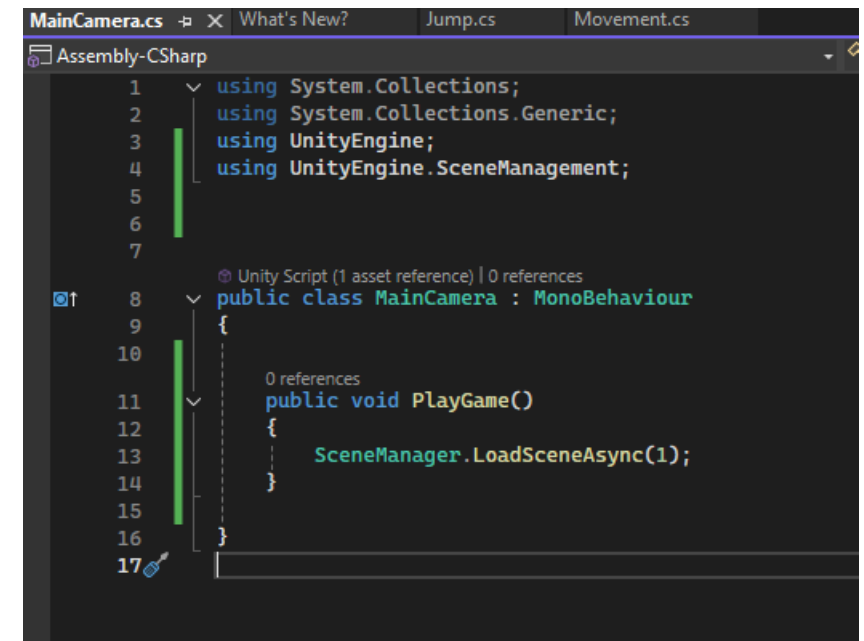
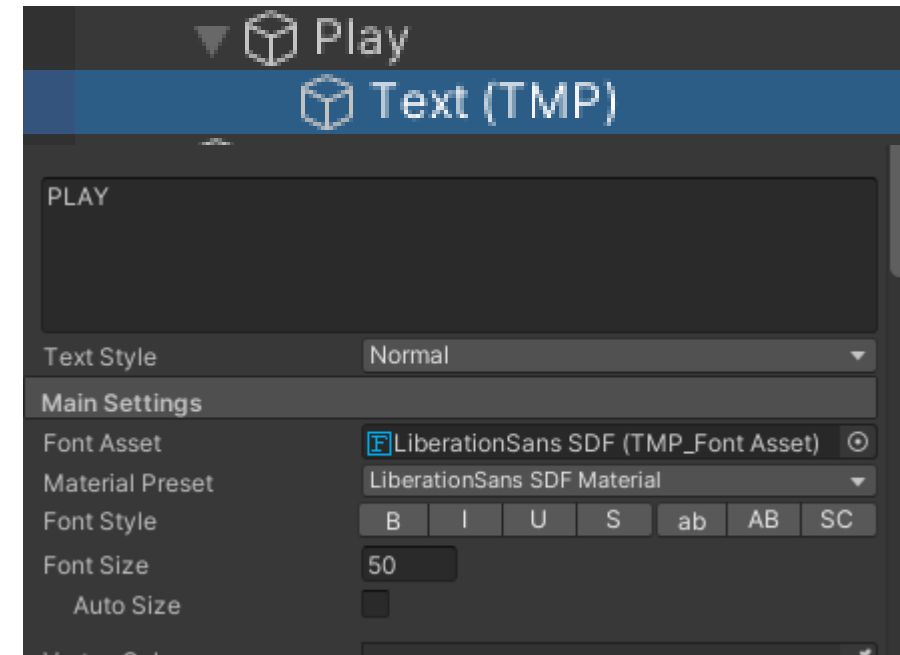
Creating the play button

- We are now going to create our first button, the play button
- You're going to right click in the hierarchy, UI -> Button – TextMeshPro
- Next you're going to rename the button “Play”
- After that you're going to click [Canvas] in the hierarchy, knowing how to use the Canvas well is needed to make a very good menu.
- Under the Canvas' inspector you're going to change the UI Scale Mode to [Scale with Screen Size] This is neat to do it out
- You'll then change the Match setting to 0.5



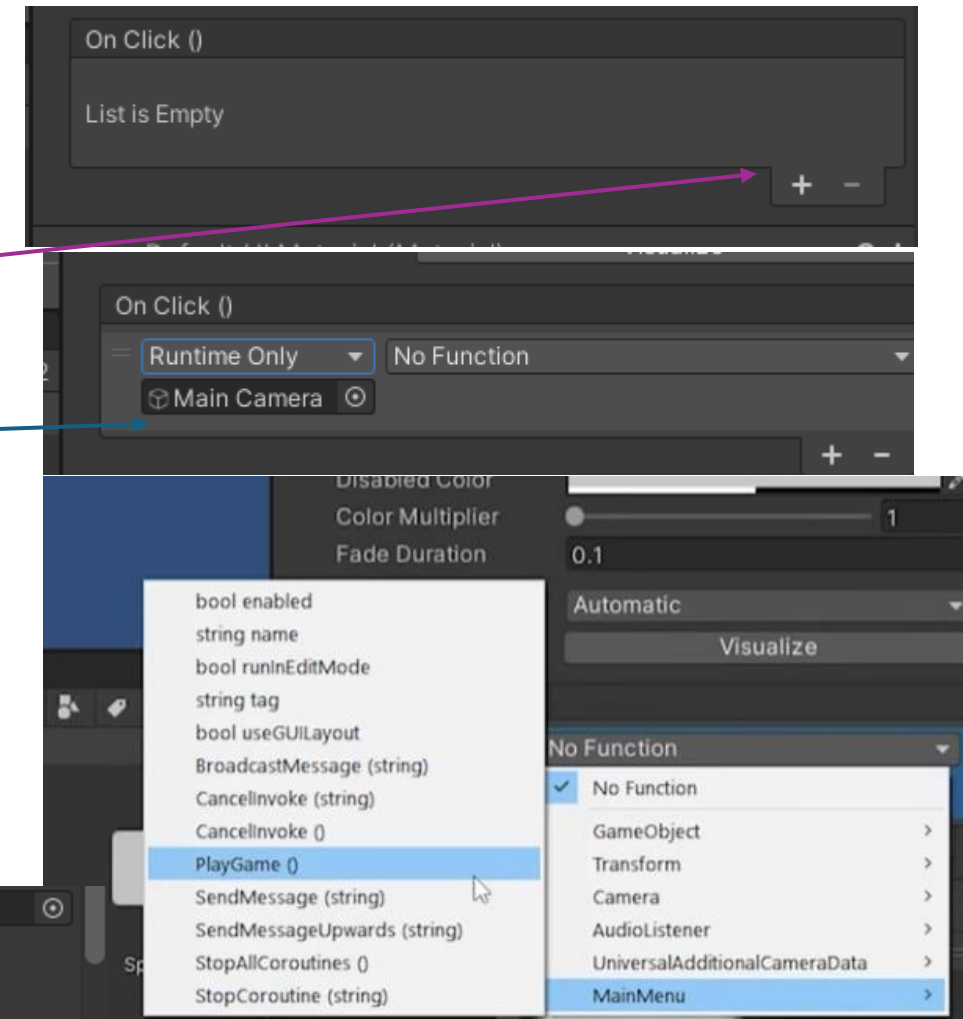
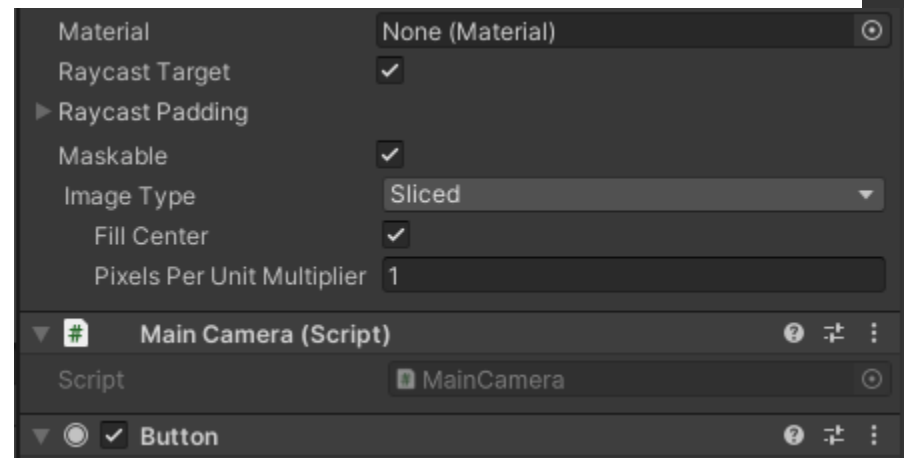
EDITING THE BUTTON (and script

- In the hierarchy, press the little arrow next to [Play] this will bring out the Text for the button
- Change the text to [Play] to indicate that it's the play button
- In the inspector for the Text, you're going to see that you can edit the name and font, Aswell as the size.
- Choose as you please
- You're then going to create a new C# Script and attach it to the Main Camera
- `public void PlayGame()`: This line of code is basically setting playing the game as public.
- `SceneManager.LoadSceneAsync(1)`; this enables the level to load when the function loads



Coding the button

- You're then going to press the + button then in the hierarchy, drag the main camera (which has the main menu script in under Routine Only.
- Then you're going to click [No Function] and a drop down will appear, you'll select [MainMenu]
- You're then going to add the [MainCamera](mainmenu) script to to the play button
- Then it should play
- Next slide



Video of tutorial & reference

<https://www.youtube.com/watch?v=DX7HyN7oJjE&t=207s>

