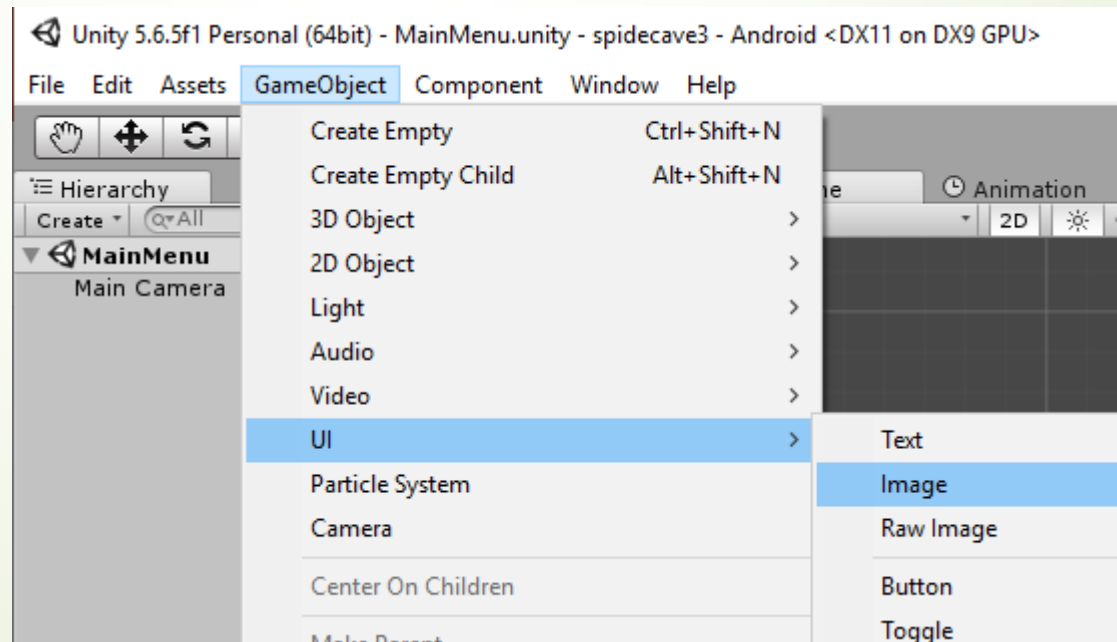




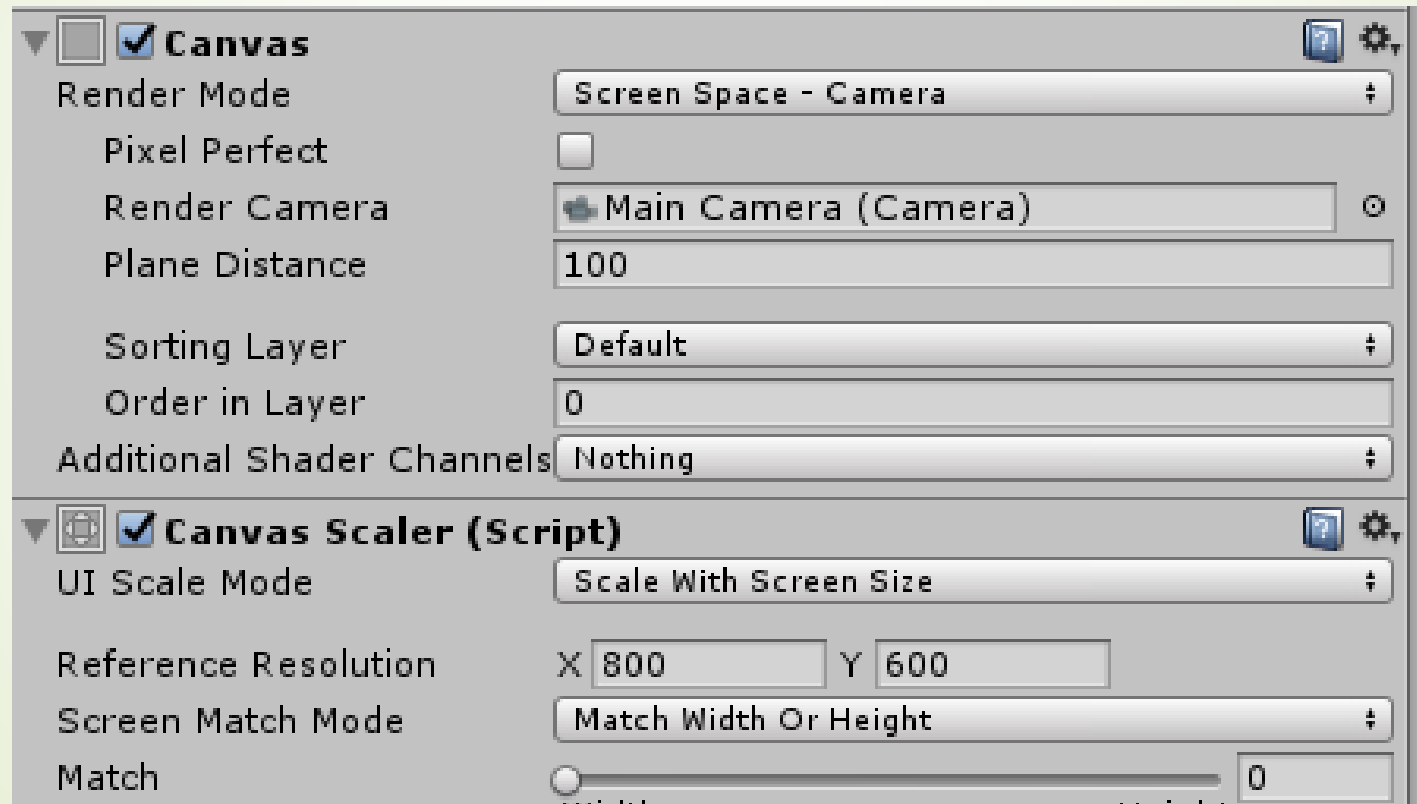
Menu

Tạo scene MainMenu

- File - New Scene
- File - Save Scene – “MainMenu”
- GameObject – UI – Image → thêm hình nền

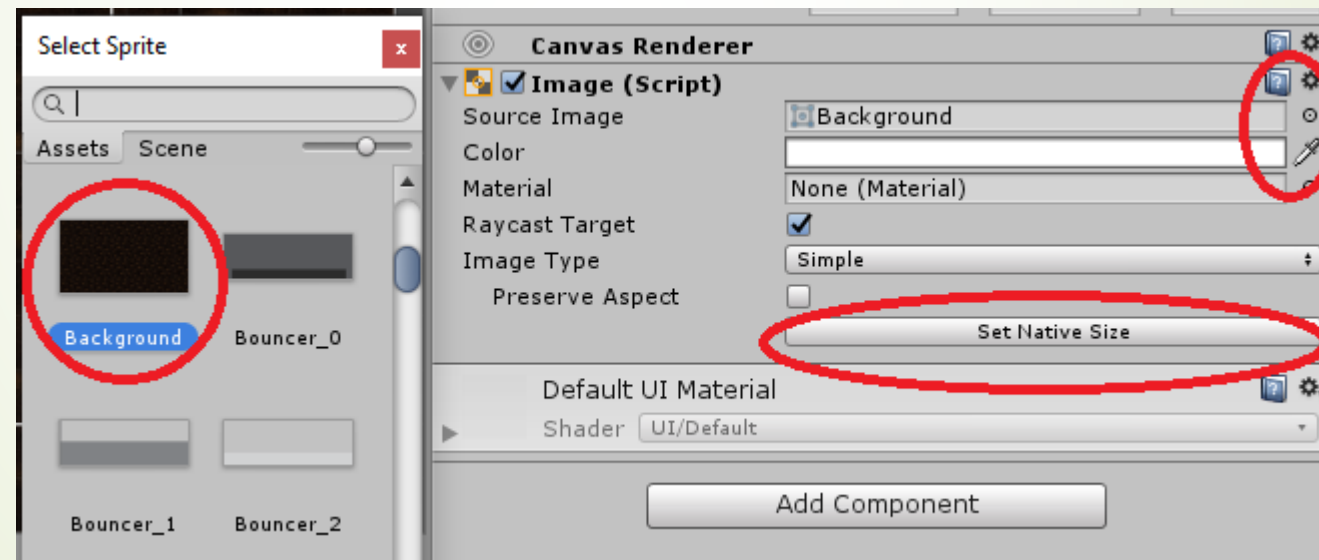


Chỉnh Canvas



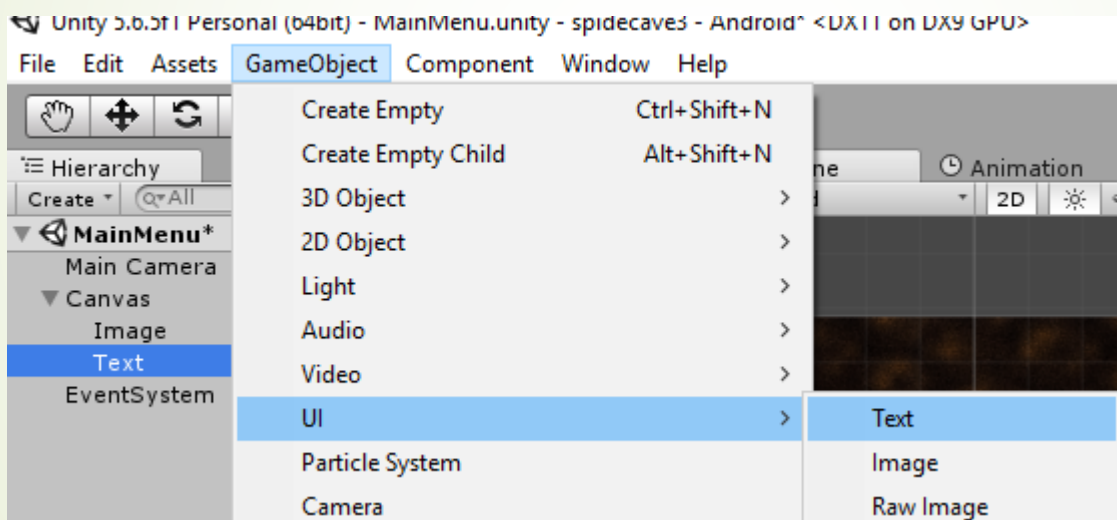
Chọn hình Background

- Chọn hình background
- Set Native Size cho hình



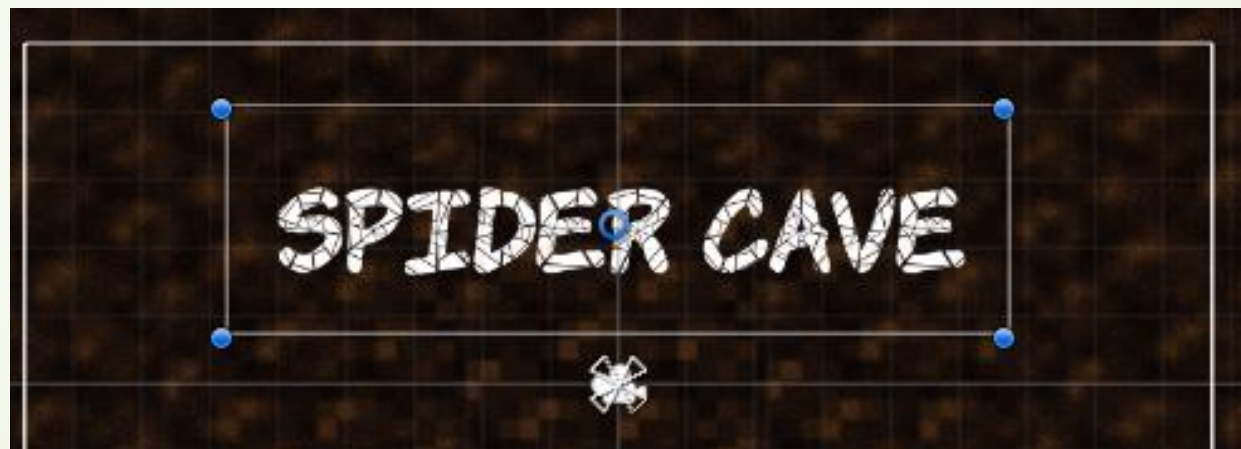
Thêm Text vào background

➡ GameObject – UI - Text



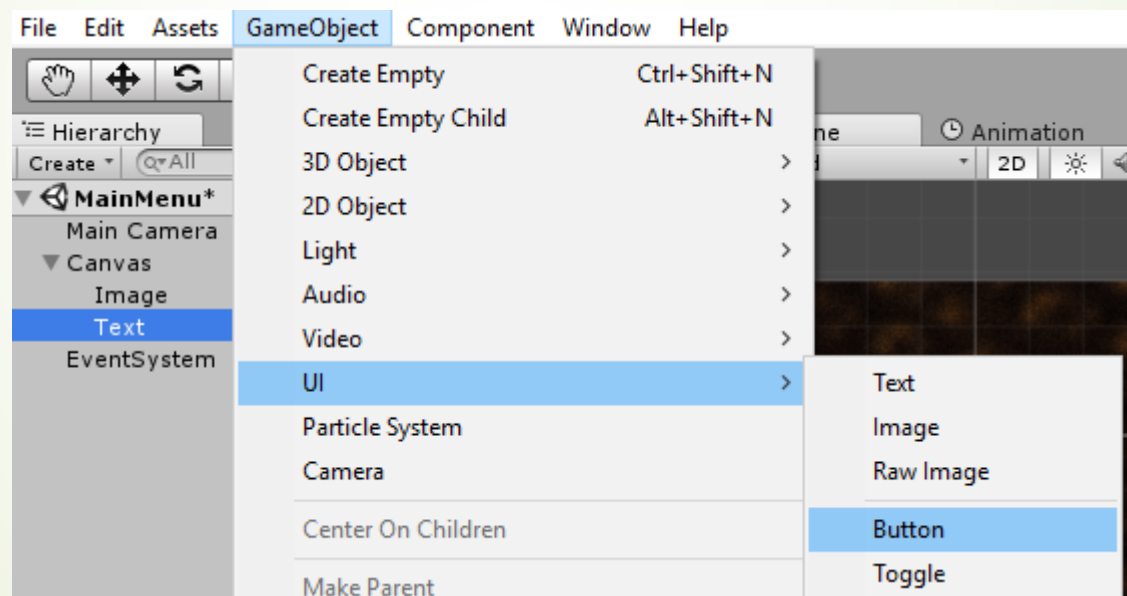
Thêm Text vào background

- Chỉnh sửa font, size,...



Thêm Button vào background

➡ GameObject – UI – Button

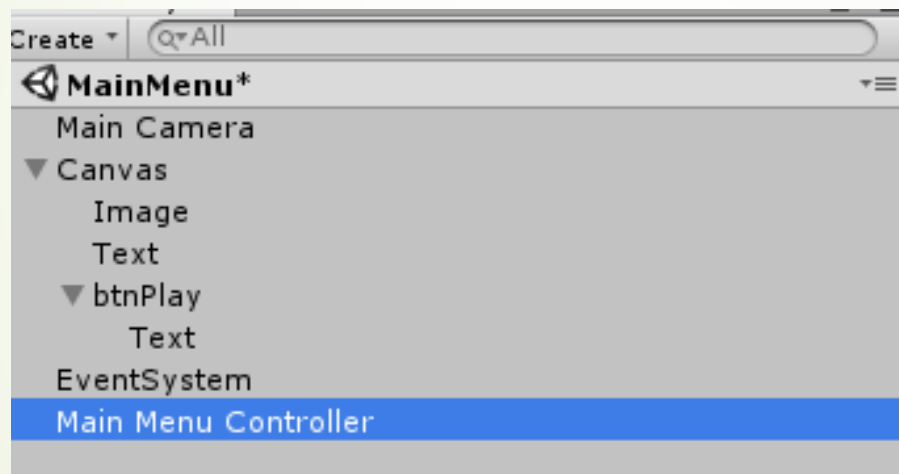


Chỉnh font, color cho Button, Text



Xử lý sự kiện click Button

- Tạo gameobject Main Menu Controller



Xử lý sự kiện click Button

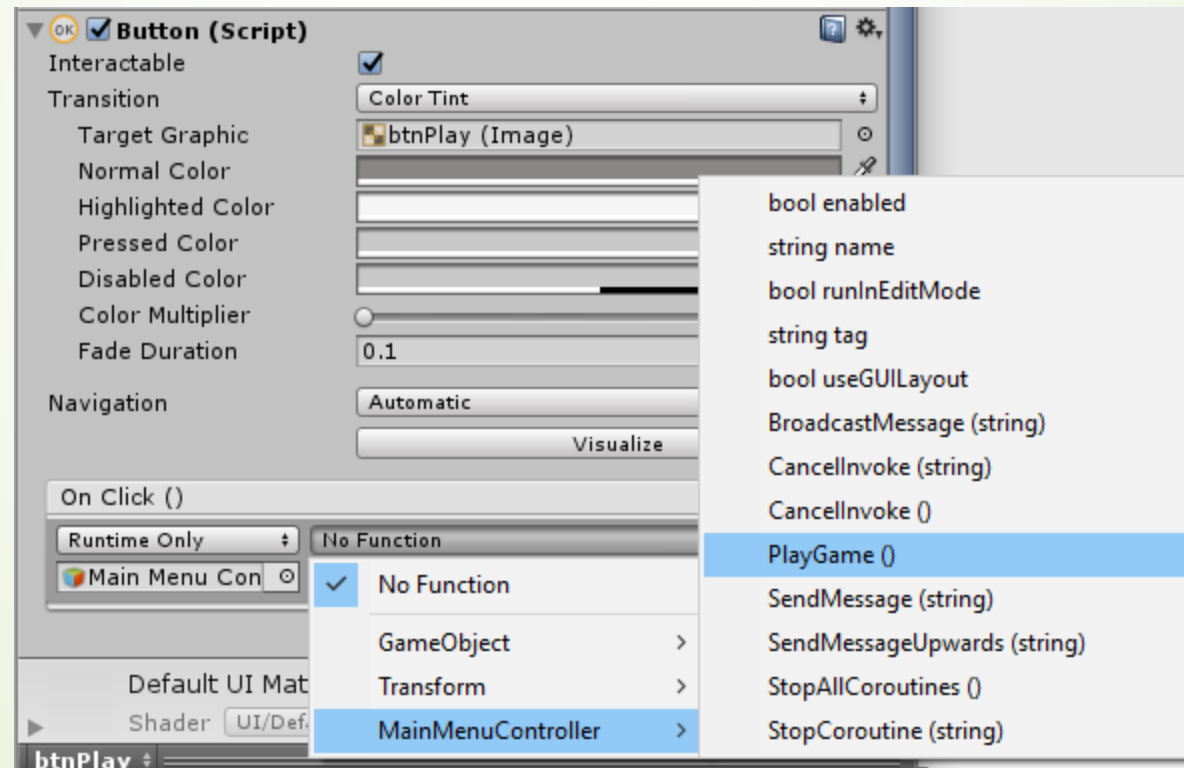
- Viết script Mainmenucontroller.cs, gắn vào Gameobject Main Menu Controller

```
using UnityEngine.SceneManagement;

public class MainMenuController : MonoBehaviour
{
    public void PlayGame()
    {
        SceneManager.LoadScene("Level");
    }
}
```

Xử lý sự kiện click Button

- ▶ Đăng ký sự kiện click cho Button Play



Thêm scene Level

- Save scene as với tên Level
- Chỉnh sửa button Level1, Level2, Level3, Back



Thêm scene Level

- Viết script LevelMenuController.cs

```
using UnityEngine.SceneManagement;

public class LevelMenuController : MonoBehaviour {

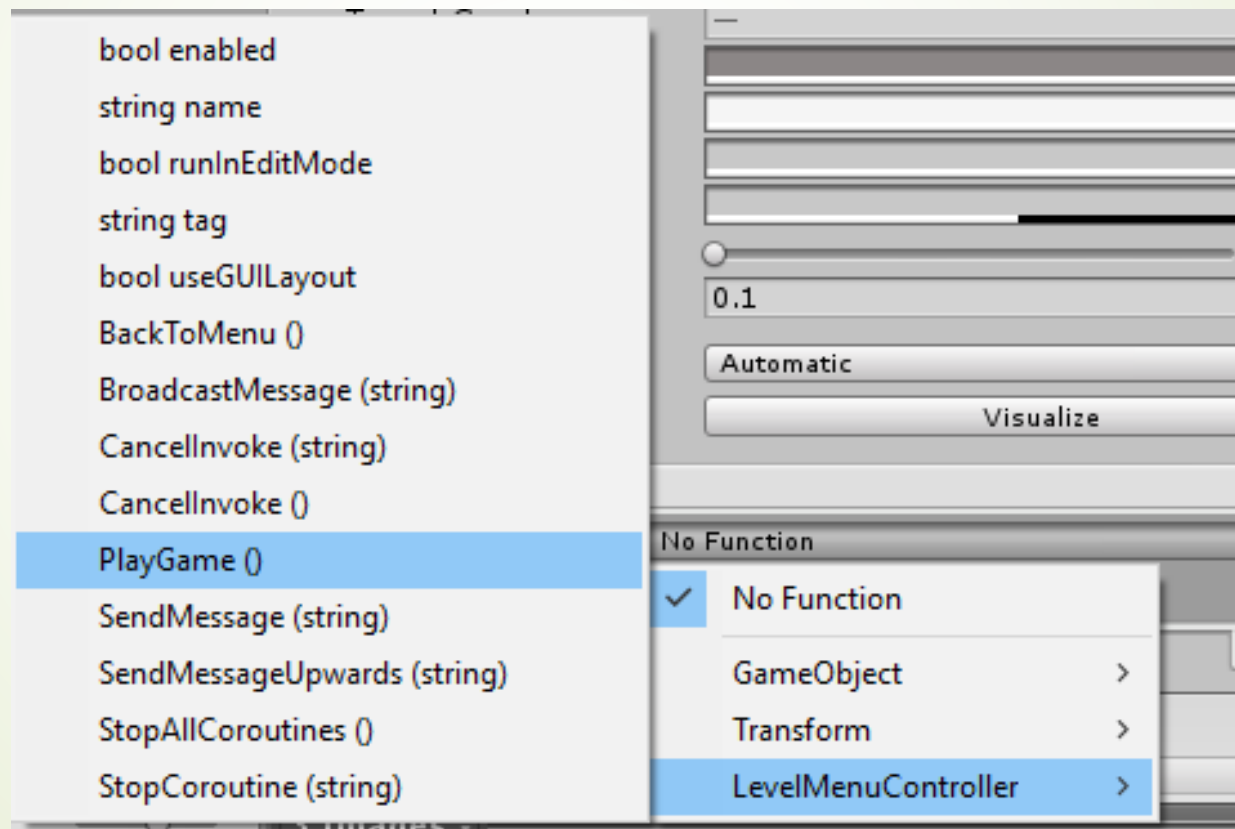
    public void PlayGame(){
        SceneManager.LoadScene("Gameplay");
    }

    public void BackToMenu(){
        SceneManager.LoadScene("MainMenu");
    }

}
```

Thêm scene Level

- ▶ Đăng ký sự kiện click cho các Button



Đăng ký Scene

- File – Build Settings – Add Open Scene

