

# Menu Package Documentation

## Setup

- Import Package to unity project
- Create scene to add menu or use existing scene
- Drag and Drop Canvas prefab from MenuPackage/Prefabs to hierarchy
- Add Event System from UI options into Hierarchy
- Right Click -> Create/CustomUI/Settings to create UI Scriptable Object
- Navigate to Canvas/Panel/Frame/Options/View/Tabs in hierarchy and add the Menu scriptable object to the Menu variable in the "Tab Group" script, in inspector.

## Create Settings Menu

- Open editor for the created Menu scriptable object
- Add item, select first element, select Settings in Menu Type and name it "Settings" or whatever you want to in tab option (Max 12 characters, and Battlepass menu option does not currently work)
- Navigate to settings options tab (ignore others).
- Fill out a header for the settings panel (e.g "Game Settings") and click "+" to add to the panel content
- Name the setting and select only one option from slider, dropdown menu and toggle. E.g name the setting "Volume" and select slider option
- Add as many settings as you want to the panel content list, can also break it up with a new header section, add empty elements to space it out if needed. Panel will automatically scroll if it exceeds screen space.

## Create Controls Menu

- Open editor for the created Menu scriptable object
- Add item, select element, select Controls in Menu Type and name it "Controls" or whatever you want to in tab option (Max 12 characters, and Battlepass menu option does not currently work)
- Navigate to controls options tab (ignore others).
- Click "+" to add to the panel creation and fill out name in Header e.g "Controls"
- Click "+" to add to the panel content and fill out content text and key e.g "Jump and Space"
- Add as many controls as you want to the panel content list, can also break it up with a new header section, add empty elements to space it out if needed. Panel will automatically scroll if it exceeds screen space.

## Create Inventory Menu

- Open editor for the created Menu scriptable object
- Add item, select element, select Inventory in Menu Type and name it "Equipment" or whatever you want to in tab option (Max 12 characters, and Battlepass menu option does not currently work)
- Navigate to inventory options tab (ignore others).
- Select the number of inventory slots you require. (Currently laid out for 6 per line)
- Click "+" to add a starter item.
- Navigate to MenuPackage/Prefabs/UIStarterIcons and drag and drop a prefab into the first element.
- Change source image in prefab to display whatever item icon you may want. Kenney icons supplied for example.

## Saving

- Inventory menus will save items when they are dropped into different locations automatically
- Press "P" when in play to save settings menu sliders, toggles and dropdown options.
- When you replay all options and inventory locations will be as they were.
- Press "R" to reset all settings and inventory locations