

## Unity Menu Tool

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Tested in Unity version 2021.3.15f1

### Menu Tool:

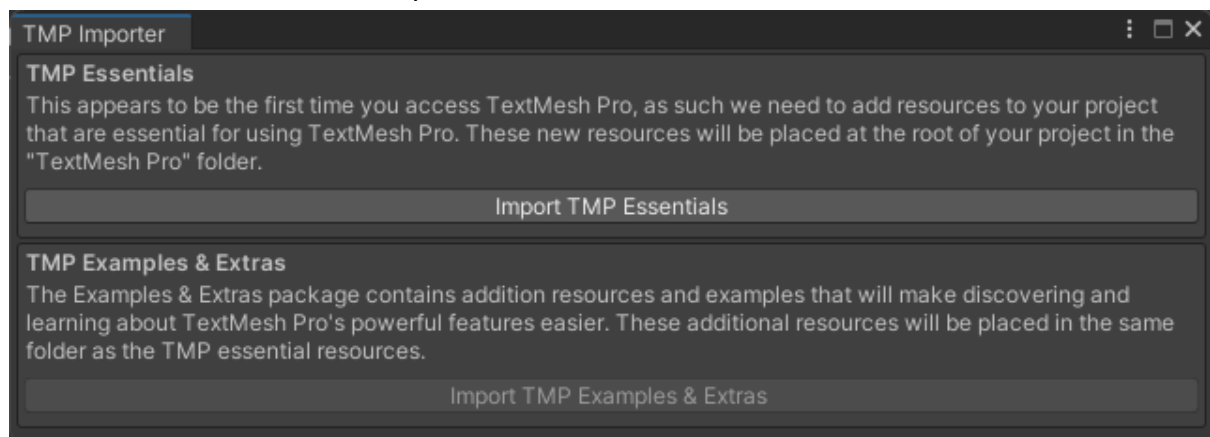
I created this menu tool to be able to be added to any game. It has a Main Menu scene, with the game title, a start and quit button, it also has an options menu. This options menu has the ability to switch from windowed to fullscreen, to turn vSync off and on, adjust audio for three different sliders, the Main Mixer and a music and SFX mixer groups and finally a section for game controls.

This tool also features a Pause Screen which can be set up in any scene. This pause menu allows the players to return to the main menu, quit the game and adjust the audio in game. This tool will also store the players audio preferences across playthroughs of the game.

### Main Menu Set up:

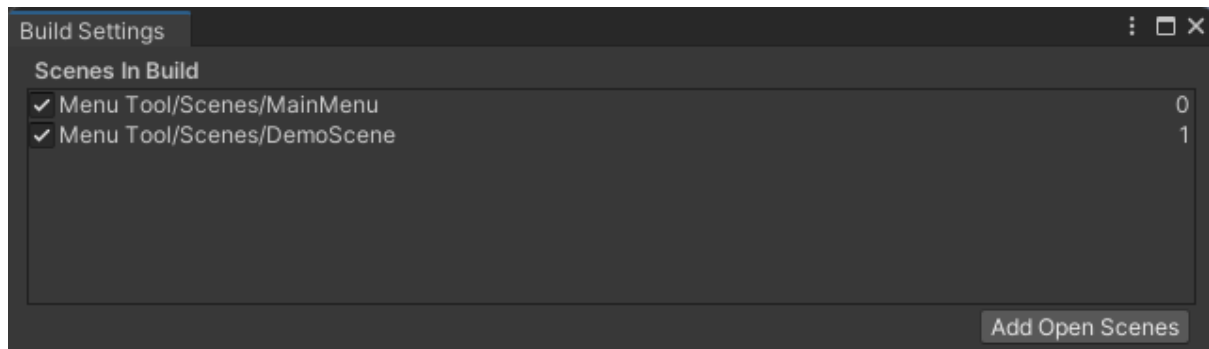
Import Menu Tool package

Go to Main Menu scene and import TMPPro Essentials



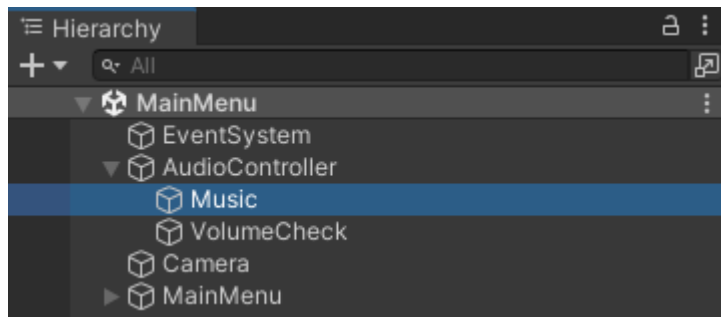
Select the MainMenu game object in the hierarchy, scroll to the Main Menu script in the inspector and set the name of the first level to be loaded on the Start button (set to DemoScene by default) **must be spelt correctly**.

Go to Build Settings in “File” and select the Main Menu scene to be built first (0), then your first level scene to build second(1), you do not need to build the game.

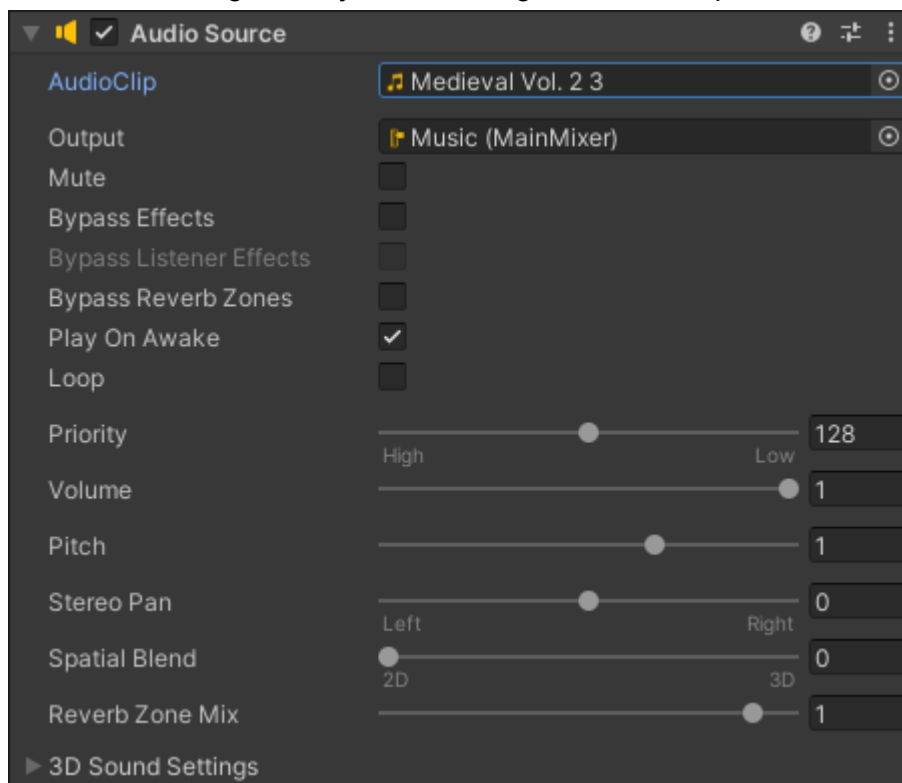


Your Main Menu should be all set up!

If you wish to change the audio go to the AudioController in the hierarchy and select the drop down menu.



Select the music game object and change the AudioClip in the audio source.

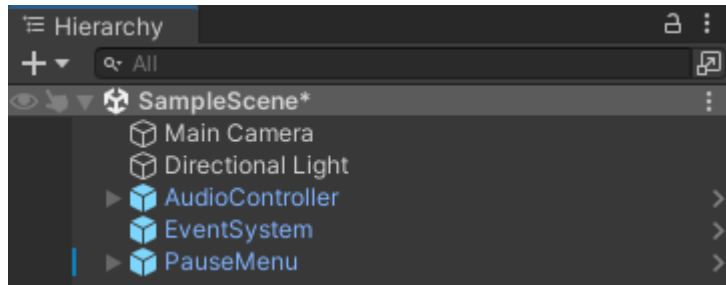


### Pause Scene Set Up From Scratch:

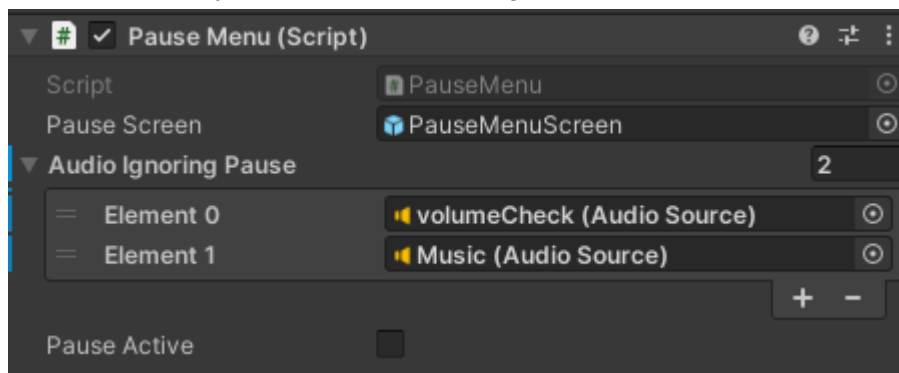
The main menu will work with the demo scene, however if you wish to add a pause menu to a new or already existing scene, here is how you do it!

Open the scene

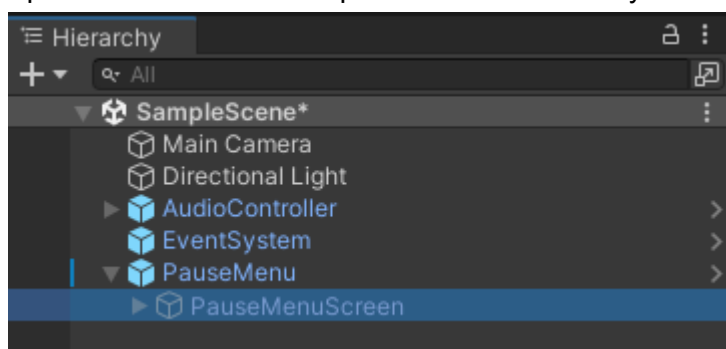
Add an AudioController (default controller comes with music and Volume check sound), an EventSystem and a PauseMenu preFab from the project window into your scene.



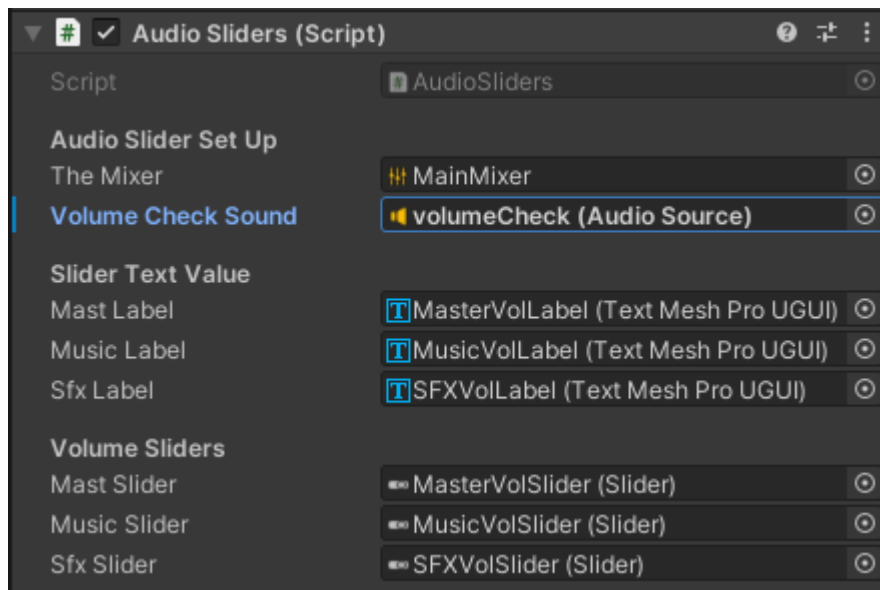
Select the PauseMenu game object in the hierarchy, go to the Pause Menu script in the inspector, select the drop down menu “Audio Ignoring Pause” and add the “volumeCheck” game object from the AudioController, you can also add any other Audio sources from your AudioController you wish to ignore, such as music.



Open the PauseMenu drop down in the hierarchy and select the PauseMenuScreen



Scroll to the Audio Sliders script in the inspector and under the “Audio Slider Set Up” header select the volume Check Sound to be the same volumeCheck audio source you added to the “ignore pause”.



Now your Pause Menu should be ready to go! You may need to reconfigure the Main Menu Start button and the build settings to switch to your desired scene.

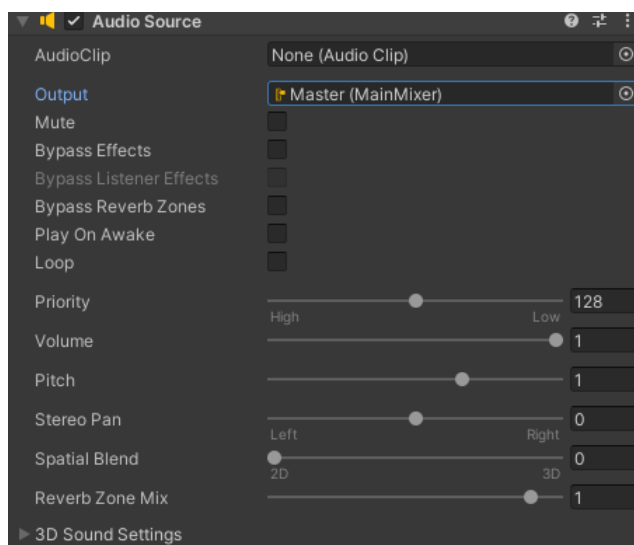
### Tips:

Use Full HD (1920x1080) resolution for best results

You may need to play the game a few times to be able to see the text and to move the sliders correctly or wait a couple of seconds when running the game in the editor.

### Audio Customisation:

The audio controller is set up to be able to add additional sounds to your game. As mentioned earlier you can change the music played in the menu screen. You can also add additional sounds to your game by using the AudioSource Prefab, just attach additional audio sources to the AudioContoller. You can set the audio clip as well as the Output to be the MainMixer or the two mixer groups Music and SFX to be able to have more control using the audio sliders.



## Attributes:

### Start Menu

gamesplusjames (1 July 2021) 'Creating A Main Menu Screen - Complete Unity Menu System' [Video], gamesplusjames, YouTube website, accessed 1 May 2024.

[https://www.youtube.com/watch?v=76WOa6IU\\_s8](https://www.youtube.com/watch?v=76WOa6IU_s8)

### Options Menu Graphics Settings

gamesplusjames (8 July 2021), 'Adding Graphics Options To Your Games - Complete Unity Menu System' [Video], gamesplusjames, YouTube website, accessed 1 May 2024.

<https://www.youtube.com/watch?v=eki-6QBtDAg>

### Pause Menu

Game Dev Beginner (30 July 2022) 'The right way to pause a game in Unity' [Video] Game Dev Beginner, YouTube website, accessed 16 October 2023.

<https://www.youtube.com/watch?v=ROwsdftEGF0>

### Audio Sliders

gamesplusjames (16 September 2021) 'How To Adjust Audio Levels in Unity - Complete Unity Menu System #4' [Video], gamesplusjames, YouTube website, accessed 1 May 2024.

<https://www.youtube.com/watch?v=tepGwzd-zRg>

### Changing sliders from log

John Leonard French (18 October 2018) 'Unity Audio: How to make a UI volume slider (the right way)' [Video], John Leonard French, YouTube website, accessed 1 May 2024.

<https://www.youtube.com/watch?v=xNHSGMKtlv4&t=284s>

### Audio Manager

Coding in Flow (17 June 2021) 'Sound Effects & Background Music | Build a 2D Platformer Game in Unity #11' [Video], Coding in Flow, YouTube website, accessed 1 May 2024. .

<https://www.youtube.com/watch?v=J77CMuAwVDY&t=420s>