

# Lab6 - Creating UI

*COMP394 - Practical Game Design*

**Purpose:** Use Unity UI Toolkits to create **UI (User Interface)** for your game(s).

## **Due Date(s):**

- Class Work portion: in the end of class(es)
- The challenge portion: by end-of-week's Friday, 11:59PM.

## **ClassWork (50%):**

- Create a folder named **Lab6\_{YourInitials}**. Do the rest of the work in this folder.
- Create a Subfolder named **Snapshots** and a document in it named **Snapshots\_{YourInitials}.docx**.
- Follow the hands-on class work. Take relevant snapshots in the snapshots document.

## **Challenge (50%):**

As a **studio**, create prototypes of UIs you'll need for your final game:

- A **Main Menu** Scene
- An **Options** (or *Settings*) Scene
- Level HUD(s):
  - Level 1 (required)
  - [Level 2] (nice to have)
  - [Level 3] (nice to have)
- A Game Over Scene with two messages:
  - YOU WON!, and
  - YOU LOSE!

## **Deliverables:**

- **Individual:** make a **.unitypackage** out of your individual **Lab6\_{YourInitials}** Unity folder and submit it individually.
- **Studio:** One member of the studio submits a file named **Lab6\_Studio\_{StudioName}.zip** with the following content:
  - a **.unitypackage**
  - a Studio Snapshots document named **Lab6\_Studio\_{StudioName}\_Snapshots.docx**
  - a text/markdeep/docx/pdf document with the list of members and their contributions