**Main Menu and Submenus Creation**

For a comprehensive guide on creating a main menu in Unity with UI Canvas, including steps on designing the menu, creating buttons, and scripting their functionality:

[https://www.sharpcoderblog.com/blog/unity-3d-create-main-menu-with-ui-canvas]

For insights on creating a start menu in Unity, focusing on button creation and scripting for actions like starting the game and quitting:

[https://gamedevacademy.org/how-to-create-a-start-menu-in-unity/]

For a detailed explanation on creating a start menu scene using C# script in Unity 2D, including tips on enhancing button visuals and implementing submenus like settings:

[https://www.c-sharpcorner.com/article/create-a-start-menu-scene-using-c-sharp-script-in-unity-3d/]