PREFAB USE

1. Import the asset into your Unity project

2. Ensure all the scripts are in your Unity project

3. Make sure your project has a health system and audio management system implemented (Not Included)

3. Drag and drop the prefab into your scene.

4.

Unity Hierarchy

* SettingsMenu (Parent Canvas/Prefab) <SettingsManager>
  + Darkness (Background Image)
  + Prompt (Paused Text)
  + Back (Button)
    - Text
  + Music Volume (Volume Slider)
    - Background (Empty Slider Image)
    - Fill Area (Area Inside The Slider)
      * Fill (Image That Adjusts To Fill Slider)
    - Handle Slide Area (Area On Slider For Handle)
      * Handle (Interactable Image)
        + Icon (Overlay Image For Style)
    - Music Volume Text (Changing % Value)
    - Music Text ("Music" before % value)
  + SFX Volume (Same As Music)
    - Background
    - Fill Area
    - Handle Slide Area
    - Music Volume Text
    - Music Text
  + BCMode (Toggle For Invincibility) <BCModeSaver>
    - Background (Empty Checkbox)
      * Checkmark
    - Label (Text)

SettingsManager.cs

A screenshot of a computer program

Description automatically generated

A screenshot of a computer program

Description automatically generated

BCModeSaver.CS

