

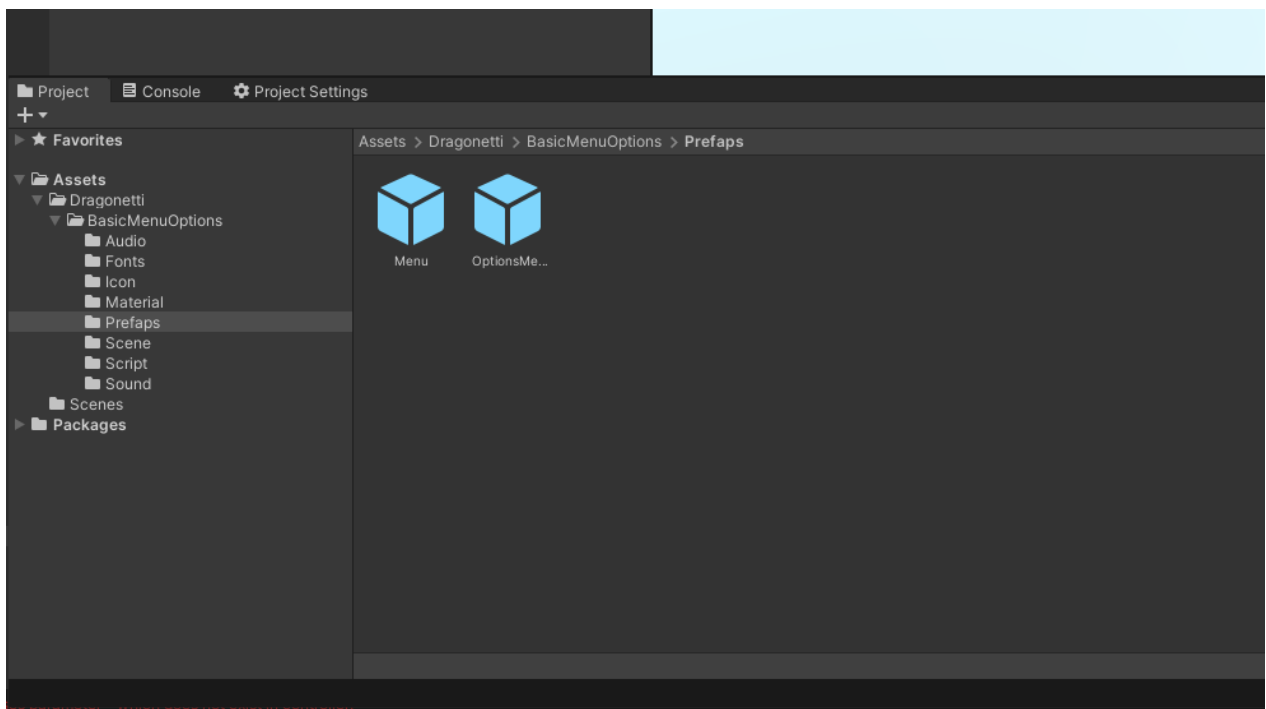
# Basic Menu Options

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# Prefabs to use

1) Menu

2) Options Menu

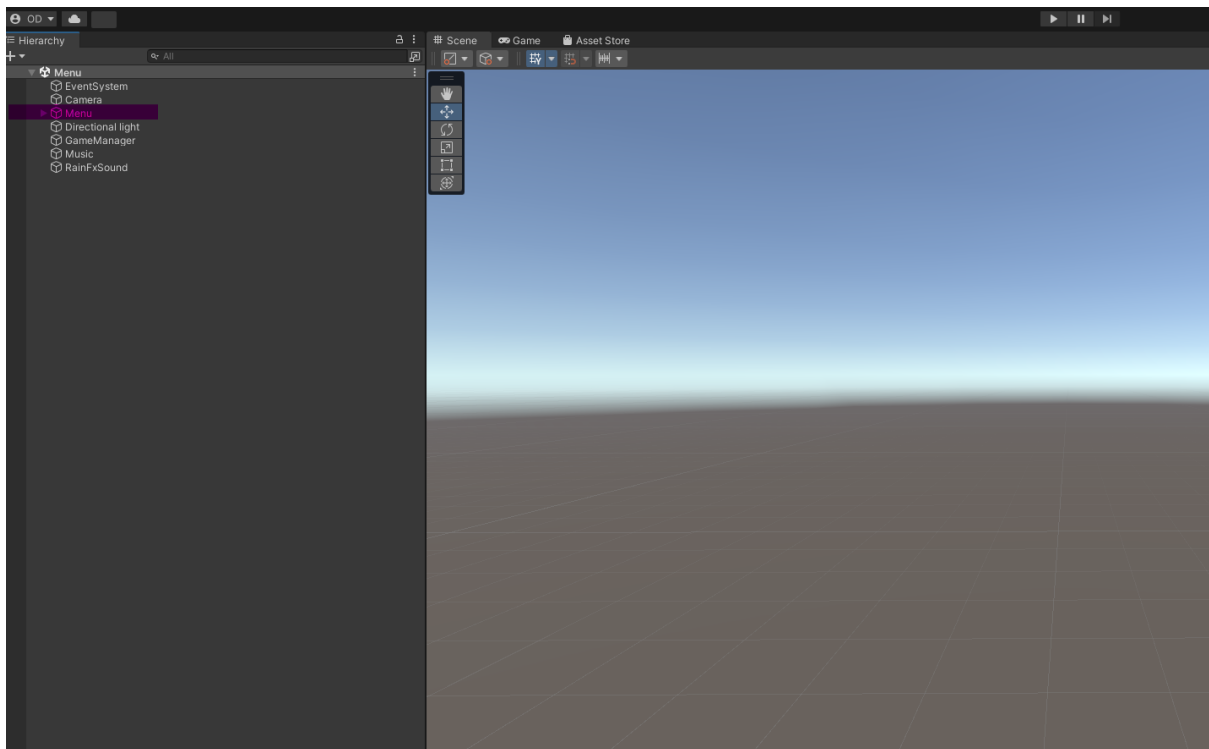


# Menu

Drag the Menu prefab on your Menu scene to use it. Attention if there is a duplication of the Event System.

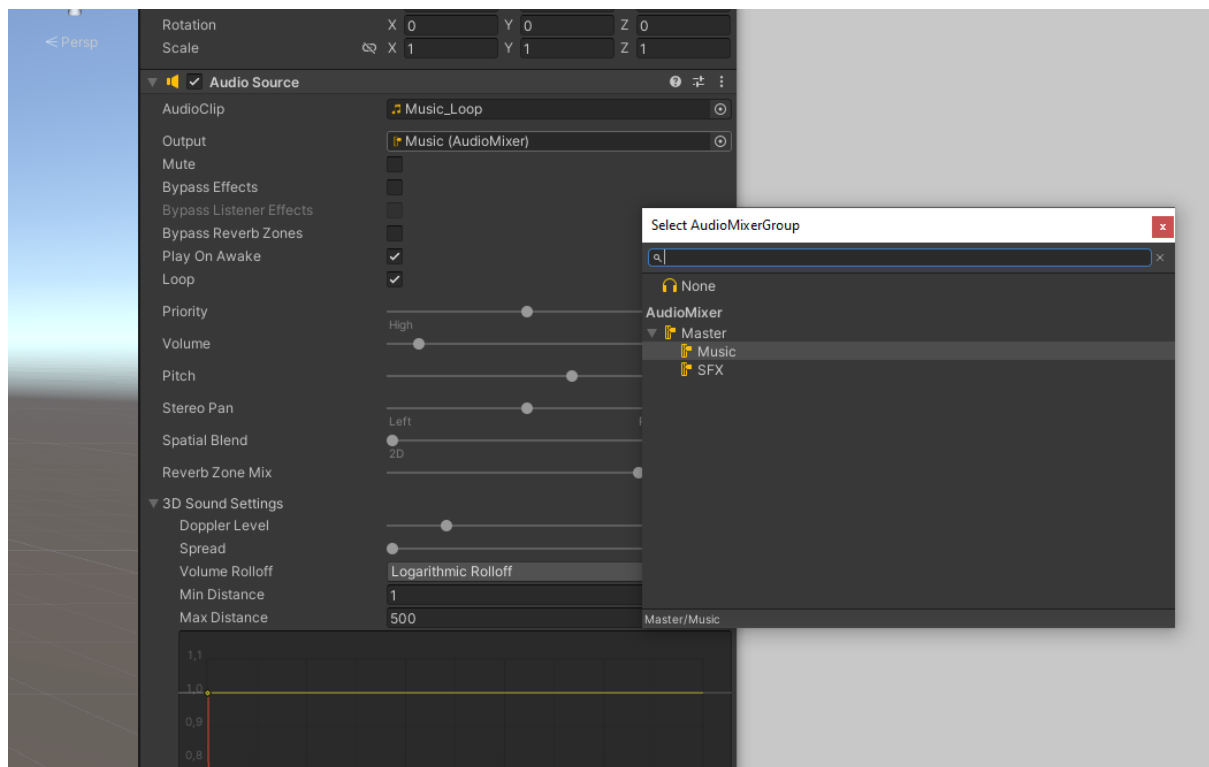
# Options Menu

Drag the Options Menu prefab on your Main scene to use it. Attention if there is a duplication of the Event System.



# Audio Mixer

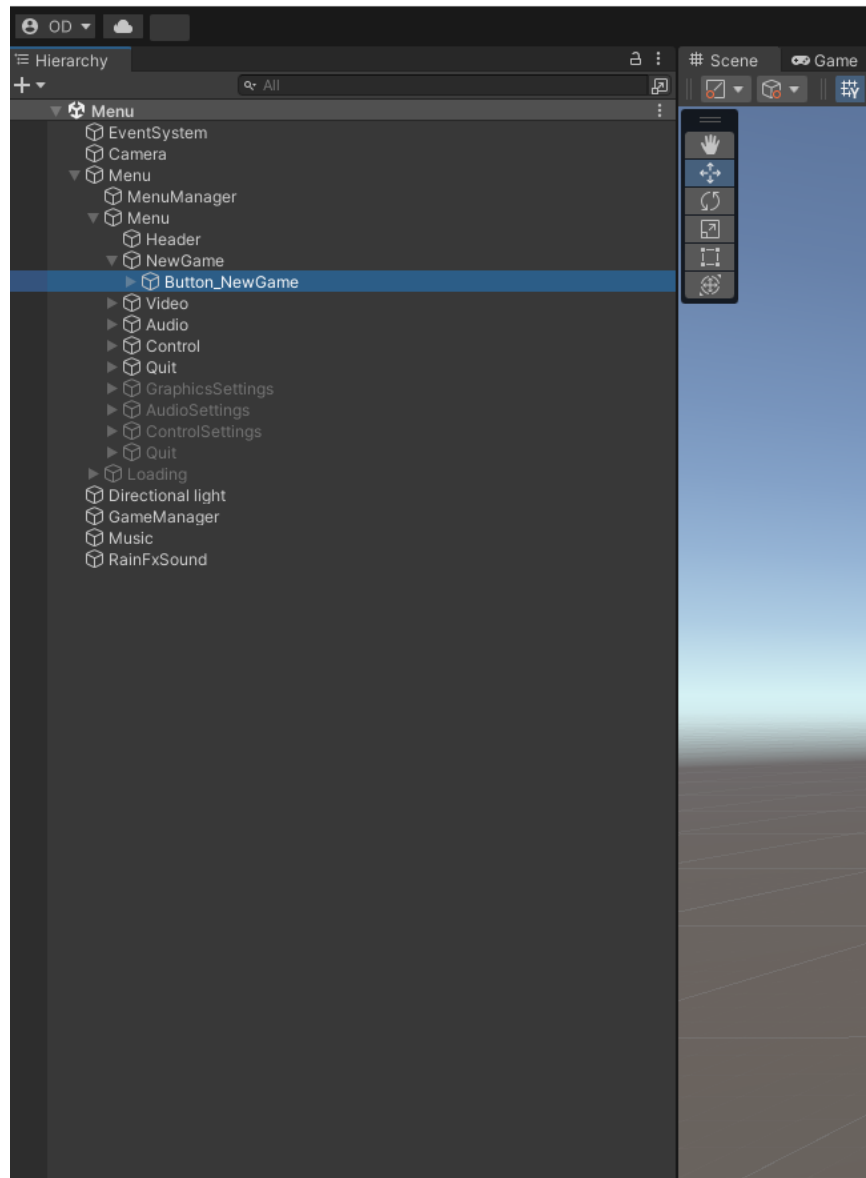
There are two types of Audio Source Output (SFX and Music). Choose each Audio Source output on your scene to differentiate if it is Music or SFX.



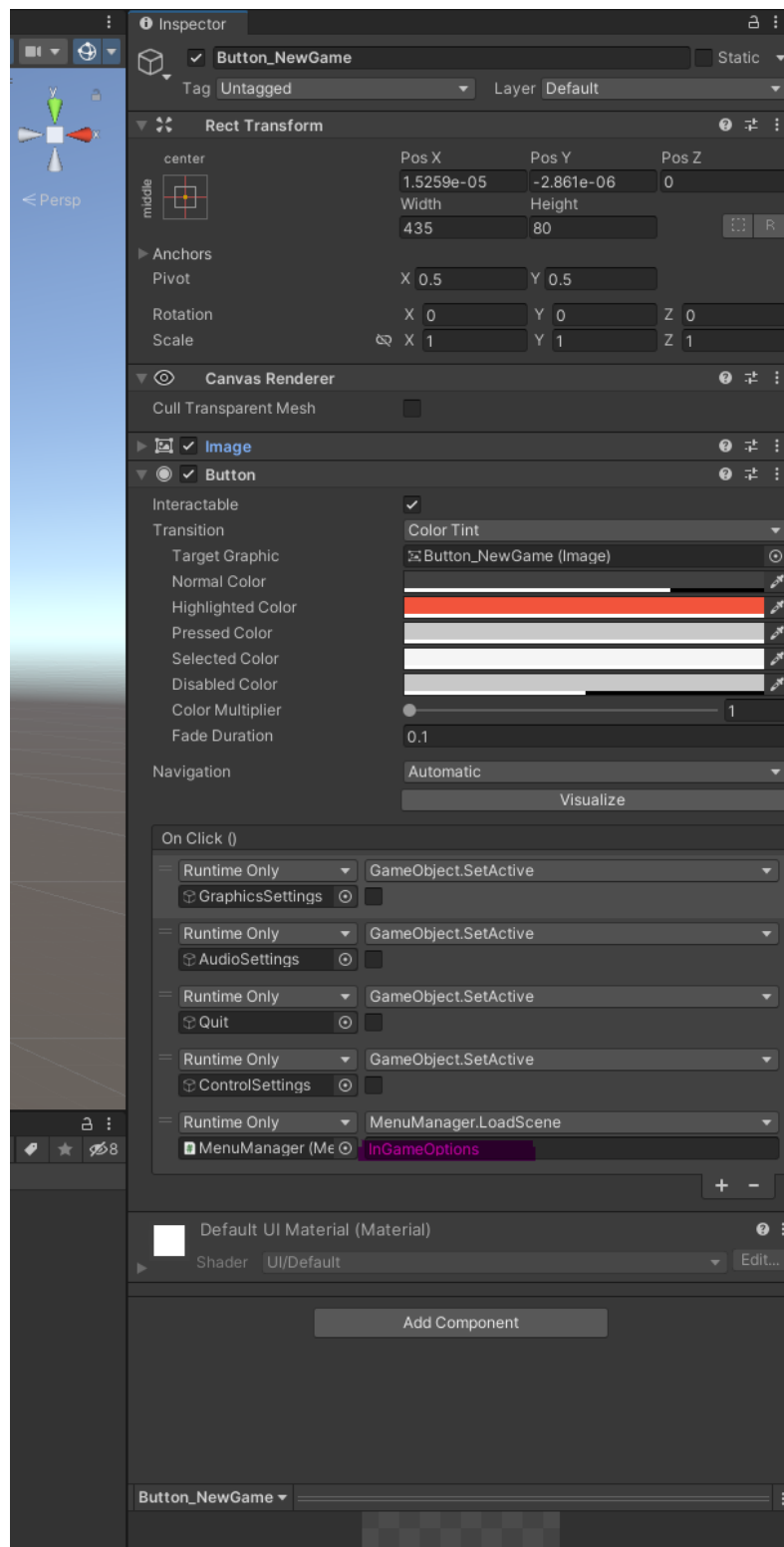
# UI Button

Menu Prefabs has a New Game button that navigates to Game Scene. You can change it and navigate which Level you want.

## 1) Select New Game Button



## 2) Change Scene Name



- There are two example scenes under the Example Scene folder.
- For bugs and questions please contact me via [ogandragonetti@gmail.com](mailto:ogandragonetti@gmail.com)

