

Introduction to Unit 5 (UI in Unity) [the project](#)

Objective:

Students will learn how to create user interfaces (UI) in Unity, understand their role in gameplay, and apply UI elements to their own projects.



Step 1: Understanding User Interfaces (UI)

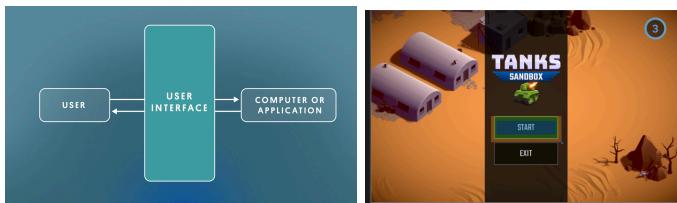
What is UI?

- UI stands for **User Interface**. It includes menus, buttons, text, and other elements that help players interact with a game.
- A well-designed UI makes the game easy to use and understand.
- Example: The "Play" button in a game menu is part of the UI.



What You Will Learn in This Unit:

- How to design and add UI elements like buttons and text.
- How to customize UI for your own game.



Step 2: Setting Up Your Project

Before You Begin:

- Make sure you have **Unity installed (Version 2022.3 or later)**.
- If you are new to Unity, review the **Unity Essentials learning pathway** before starting.

Getting Started:

1. **Open Unity Hub** and ensure it's updated.
2. **Download the UI project** (CreativeCore_UI_U6.zip) and unzip it.
3. Move the **project folder** to a location on your computer where you can easily find it.
4. **Add the project to Unity Hub** by selecting "Open" and locating the project folder.
5. Open the project in Unity.
6. In the **Project window**, navigate to **Assets > CreativeCore_UI > Scenes** and open **TutorialScene_UI_Outdoor**.

Step 3: Customizing Your UI Backdrop

Personalizing Your Scene:

- Press **Play** to see the default backdrop.
- If you want to change the background:
 1. **Add props** from **Assets > CreativeCore_UI > Prefabs** to customize your scene.
 2. Adjust the **Lighting settings** (Rotation, Color, Intensity) to change the time of day.
 3. **Reposition the Main Camera** to frame the objects in your scene properly.
 4. Use **Field of View settings** to adjust what is in frame.
 5. Once satisfied with your scene, **stop Play mode** and save your work.



Step 4: Choosing the Right UI System

Three UI Systems in Unity:

1. **uGUI (Unity UI):** The most commonly used system for in-game UI. (**Recommended for this unit.**)
2. **IMGUI (Immediate Mode GUI):** Used mainly for debugging and internal tools.
3. **UI Toolkit:** A newer system still under development but will eventually replace uGUI.

For this tutorial, we will use uGUI.

The diagram is a comparison chart with three colored boxes on a dark background. The top-left box is blue and contains text about UGUI. The top-right box is red and contains text about IMGUI. The bottom box is white and contains text about the UI Toolkit.

USING IN THIS PROJECT	IMGUI (Immediate Mode GUI) Code-based system for Unity Editor tools	UI TOOLKIT
UGUI (Unity GUI) Stable system for in-game UI		New system that will replace both of the above systems *Still in development

Step 5: Adding Your First UI Element

Creating a Title Text Element:

1. In **Hierarchy**, right-click and select **UI > Text**.
 2. Rename it "**Game Title**" and move it to the center of the screen.
 3. Change the text in the **Inspector** (e.g., "My Awesome Game").
 4. Adjust the **Font, Size, and Color** to match your style.
 5. Save the scene.
-

Step 6: Adding a Play Button

1. In **Hierarchy**, right-click and select **UI > Button**.
 2. Rename it "**Play Button**" and move it below the title.
 3. Select the **Text** inside the button and change it to "Play".
 4. Resize and position it properly.
 5. Save your scene.
-

Step 7: Next Steps

Now that you've created your first UI elements, you're ready to:

- Learn how to make the **Play Button interactive**.
- Add more UI elements like **settings menus or score displays**.
- Test and refine your UI design for clarity and accessibility.