Main Menu UI

Main Menu UI

Approach

We are going to implement a Main Menu that gets launched when the game starts

Main Menu UI
Approach

We'll add a Quit button to end the game

Main Menu UI
Approach

We'll add a character selector to allow the player to choose which character they want to play as

Main Menu UI
Approach

We'll allow the player to enter their name to track high scores

Main Menu UI
Approach

We'll add a page of instructions for the game →

Main Menu UI

Approach

How To Play Instructions

Main Menu UI
Approach

We'll add a high scores table for the game

Main Menu UI

Approach

High Scores

Main Menu UI
Approach

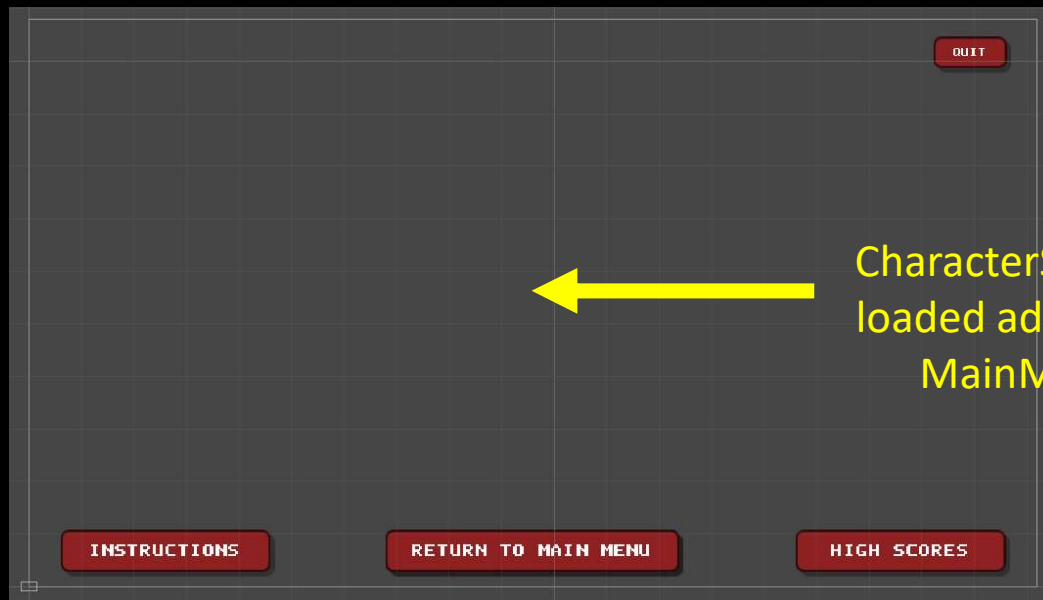... and a button the play the game

Loading Scenes Additively

To create the Main Menu UI we'll have a base 'MainMenuScene' containing a screen space overlay UI
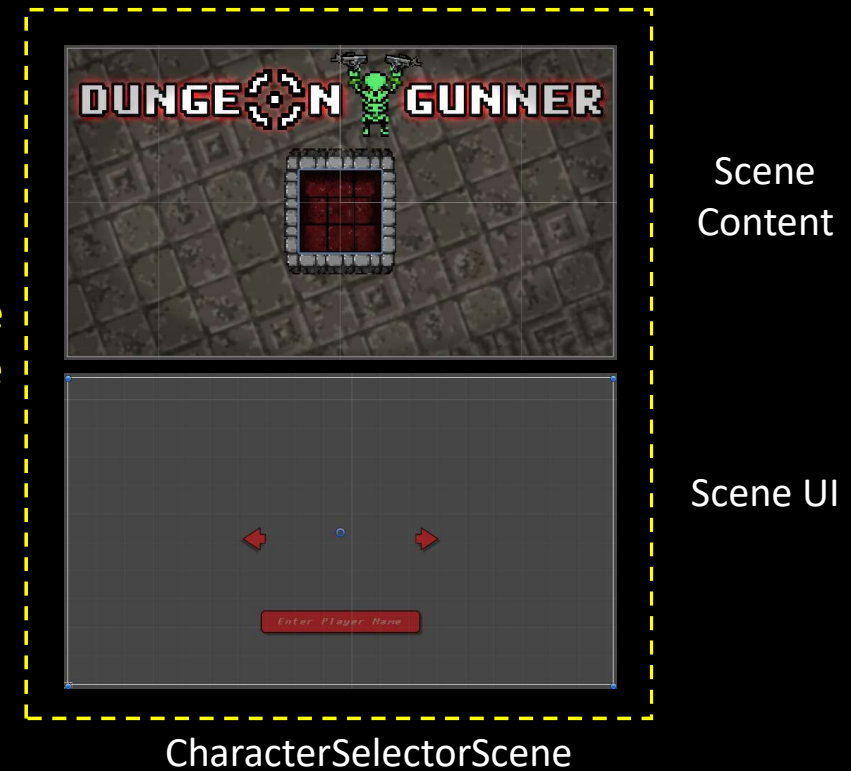
Main Menu UI
Loading Scenes Additively

.. we'll then load other scenes containing functionality for the menu 'additively' using the Unity SceneManager class

CharacterSelectorScene loaded additively to the MainMenuScene

Scene Content

Scene UI

CharacterSelectorScene

Main Menu UI

Loading Scenes Additively

.. which creates the initial main menu screen with the character selector

Loading Scenes Additively

We'll enable & disable content in the MainMenuScene as appropriate e.g. when we display the HighScoreScene we'll disable the buttons for 'Quit', 'Instructions', 'Enter The Dungeon' and 'High Scores', but enable the 'Return To Main Menu' button.

Main Menu UI
Approach

- So that's a brief overview of the approach.
- In this lecture we'll start by creating the basic MainMenuScene.
- Initially we'll just add some main menu music, and an 'Enter The Dungeon' button to play the game by loading the MainGameScene.

Main Menu UI