Character Selector

Character Selector
Approach

The Main Menu will have a character selector to allow the player to choose the game character

Character Selector
Approach

The left and right buttons will scroll through the available characters

Character Selector

Sprite Masks

To achieve this effect we'll use 'Sprite Masks'

This area will contain a sprite mask. We'll set up our character sprites to only be visible within this masked area.

Sprite Masks

If we run the Main Menu with the sprite mask turned off you can better see how the character selector works

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Sprite Masks

As you can see, all the characters are instantiated when the scene loads. They are created as children of an anchor point gameobject, and this gameobject is moved left and right when the character selector left and right buttons are pressed.

Character Selector
Summary

So that's how we are going to use a Sprite Mask to create the character selector.

We'll create a 'PlayerSelection' prefab to display our characters in the character selector. This prefab will be a stripped down version of our Player prefab that will just display our character with their starting weapon.

As the player clicks the left and right buttons to select a character, the menu will keep track of which player is selected, and then use that character when the game is started.

In this lecture we'll also let the player enter their name which will be used when keeping track of high scores.

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