//DIFFICULTY:

//UI elements: setting difficulty. Duplicate text & buttons (GO) > active > adjust fonts, size, colours etc.

//duplicate "easy" button and rename to other difficultues as needed.

//difficulty button script~: add via component. Each button!

using Unity.Engine.UI;

private Button button;

void Start() {

button = GetComponent<Button>();

button.onClick.AddListener(SetDifficulty); }

//Listener method pays attention to "events" in game. I.E: console says "was clicked" to check for button functionality.

void SetDifficulty()

{

Debug.Log(button.gameObject.name + "was clicked"); }

//In GameManager.cs, create public void StartGame() function.

//start game method:

void StartGame()

isGameActive = true;

score = 0;

StartCoroutine(SpawnTarget());

UpdateScore(0);

//^^ We already should have this code in spawn script, but reqriting just in case.

private GameManager gameManager;

//the following bit goes under "button = GetComponent<Button>();"

gameManager = GameObject.find("Game Manager").GetComponent<GameManager>();

//Following bit goes under Debug.Log.

gameManager.StartGame(); }

//Title Screen! Almost finished now T\_T FOL.

public GameObject titleScreen; //write under "gameManager MonoBehaviour" script.

StartGame() {

//written in StartGame void!

... titleScreen.gameObject.SetActive(false); }

//Parameters on difficulty:

public interface diffculty;

void SetDifficulty()

{

... gameManager.startGame(difficulty); } /// <summary>

/// ...> write under Debug.Log.

/// </summary>

public void StartGame(int difficulty)

{

spawnRate /= difficulty; }