Pract- 3 Create a UI with a Start, Pause, and Exit button

1. Create a New Scene for UI

- In Godot, click **2D Scene** → you'll get a **Node2D**.
- Rename it → **MainMenu**.

2. Add a Control Node

- With **MainMenu** selected → click +.
- Search for **Control** → add it.
- Rename it → **UI**.
  (Control is used for making user interfaces in Godot.)

3. Add a VBoxContainer (for button layout)

- Select **UI** → click +.
- Search for **VBoxContainer** → add it.
- Rename it → **MenuContainer**.
- This makes your buttons line up neatly **vertically**.

4. Add Buttons

- Select **MenuContainer** → click +.
- Add a **Button** → rename it **StartButton**.
- In the Inspector, change **Text** → "Start".
- Repeat 2 more times for:
  - **PauseButton** (Text = "Pause")
  - **ExitButton** (Text = "Exit")

5. Attach a Script to the UI

- Select **UI**.
- Click the **scroll icon** (Attach Script).
- Save it as **UI.gd**.

6. Write the Code

Replace the code with this:

extends Control

func _ready():

```
$MenuContainer/StartButton.pressed.connect(_on_start_pressed)
$MenuContainer/PauseButton.pressed.connect(_on_pause_pressed)
$MenuContainer/ExitButton.pressed.connect(_on_exit_pressed)

func _on_start_pressed():
    print("Game Started!")
    # Here you could load a game scene or resume the game

func _on_pause_pressed():
    print("Game Paused!")
    get_tree().paused = true

func _on_exit_pressed():
    print("Game Exited!")
    get_tree().quit()
```

7. Save and Run

- Save your scene as **MainMenu.tscn**.
- Go to **Project → Project Settings → Run → Main Scene**.
- Choose **MainMenu.tscn**.
- Press **Play** .

Now you have a working UI:

- **Start Button** → prints "Game Started!" (you can later make it load your game scene).
- **Pause Button** → pauses the game.
- **Exit Button** → closes the game.