

PRIMO

MAIN MENU PACK

Hey! Thanks a lot for buying this pack, I hope you will enjoy it.

If you have any issue with it, just contact me here:
gabrielbissonnette36@gmail.com

Requirements:
-2D PSD Importer Package
-TextMeshPro

- HOW TO USE -

MAIN MENU MANAGER

The manager is divided into 2 sections: **Values** and **Components**.

Values

Manage all the values of the main menu.

On/Off: Toggle to show/hide elements

Scene: The name of the first scene to load

Sprites: Sprites for the logo, backgrounds and buttons
(Do not edit directly in the component)

Color: The colors to be applied to every UI Element

Version: Build version. A reference for development.

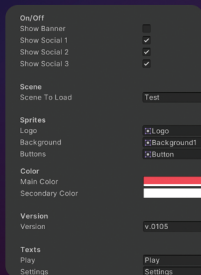
Texts: Texts on buttons

(Do not edit directly in the component)

Social: Social links and sprites

(If any social icon is toggled on in the On/Off section)

Audio: The default volume at start



Components

This section contains all the references to each component of the menu.

Everything there should remain as it is, except for the Color Elements (if needed)

How to add a new element linked with the colors :

1. Create the element (Button, Image)

2. Add it in the correct list

-An image that needs the main color would go into MainColorImages

-A button that needs the main color would go into Buttons Elements

-A button can't have the secondary color

-A text that needs the secondary color would go into SecondaryColorTexts

Color Elements

- ▶ Main Color Images
- ▶ Main Color Texts
- ▶ Secondary Color Images
- ▶ Secondary Color Texts
- ▶ Buttons Elements

- START FRESH -

Drag and drop any demo prefab in your scene and start editing values in the MainMenuManager.

OR

Create a prefab variant of the MainMenu prefab. Drag and drop the new prefab variant in your scene and start editing values in the MainMenuManager.

- REAL GAME EXAMPLE -

I used this asset to create the menu of some of my games.



The Mage - Made in a week for the GGJ 2022

PLAY



AYH - Made in a week for the FTGD 2021

PLAY

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