**Workshop 9 Lab 2**

In this activity, we are going to implement a 2D menu.

**Procedure:**

Create a new Unity3D project, name it as Menu

Install Input System to replace the old Input Manager.

* Package Manager
* Change Packages: In Project to Unity Registry
* Select and install Input System

Drag the Sounds and Scripts resources to Assets

New a Scene, name it as Menu.

A picture containing shape

Description automatically generated

Change the Menu scene to 2D

Graphical user interface, application, Teams

Description automatically generated

Change the scene to a fixed resolution.

Graphical user interface, text, application

Description automatically generated

Insert an Image in the Menu scene.

Graphical user interface, application

Description automatically generated

Stretch the Image to occupy the whole canvas.

Click on alt/option and click on right bottom icon to stretch the image.

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| Graphical user interface  Description automatically generated | Graphical user interface  Description automatically generated |

Change the EventSystem to use the new Input System.

Click on Replace with InputSystemUIInputModule.

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| Graphical user interface, text, application  Description automatically generated | Graphical user interface, application  Description automatically generated |

Change the image colour to blue.Graphical user interface, application

Description automatically generated

Insert a text menu header.

Chart

Description automatically generated with low confidence

New an empty game object and name it as GameManager.

Attached the MenuSelection and PlaySounds Scripts to GameManager.

Add an Audio Source component to the GameManager.

Attached the move and select mp3 to GameManager PlaySounds.

Graphical user interface, text, application

Description automatically generated

Add a button into the scene.

Adjust the button and text size.

Application

Description automatically generated with low confidence

Adjust the button Highlighted and Selected Colour.

Graphical user interface, application

Description automatically generated

Play the scene and test the button hover over and click.

Configure OnClick() of the button.

Graphical user interface, text, application

Description automatically generated

Add a new Event Trigger Component in the Button.

Add and Configure the Move event. (arrow key press event)

Graphical user interface, text, application, email

Description automatically generated

Play the scene and test the button.

Click on the button will play the select.mp3

After the button is pressed, pressing the arrow keys will play the move.mps.

Duplicate another 3 buttons (use Control/Command D)

Rename the button to StartButton, LoadButton, ExitButton, TipsButton.

Diagram

Description automatically generated

Adjust the button positions.

Graphical user interface, application, table

Description automatically generated

Link the OnClick() of each button to the appropriate method in GameManager MenuSelection.

Graphical user interface, text, application, email

Description automatically generated

Play the scene and test out each button.

Graphical user interface, text

Description automatically generated

Click on Start button.

Use the arrow keys to move around the buttons.

To make a button to be selected by default, configure it in the EventSystem.

Make StartButton to be the first selected.

Graphical user interface, application

Description automatically generated

By default, the Input System is “smart” enough to determine which button is selected when the user move around the button using arrow keys.

We can configure the selected button movement, for example we only want the Tips to be selected from the Start button and the Tips button can only go back to Start button.

To see the linkage of the buttons movement, go to any of the button Inspector and click on Visualize.

Graphical user interface, text, application

Description automatically generated

We can see the linkage lines between the buttons.

Diagram

Description automatically generated

To configure the button movement linkage, select Navigation as None first, then select Explicit

Table

Description automatically generated

Configure the button to link to when the user press on Up, Down, Left and Right.

Start button:

Graphical user interface

Description automatically generated

Load button:

Table

Description automatically generated

Exit button:

Table

Description automatically generated

Tips button:

Table

Description automatically generated

Play the scene and test out the button linkage movement.