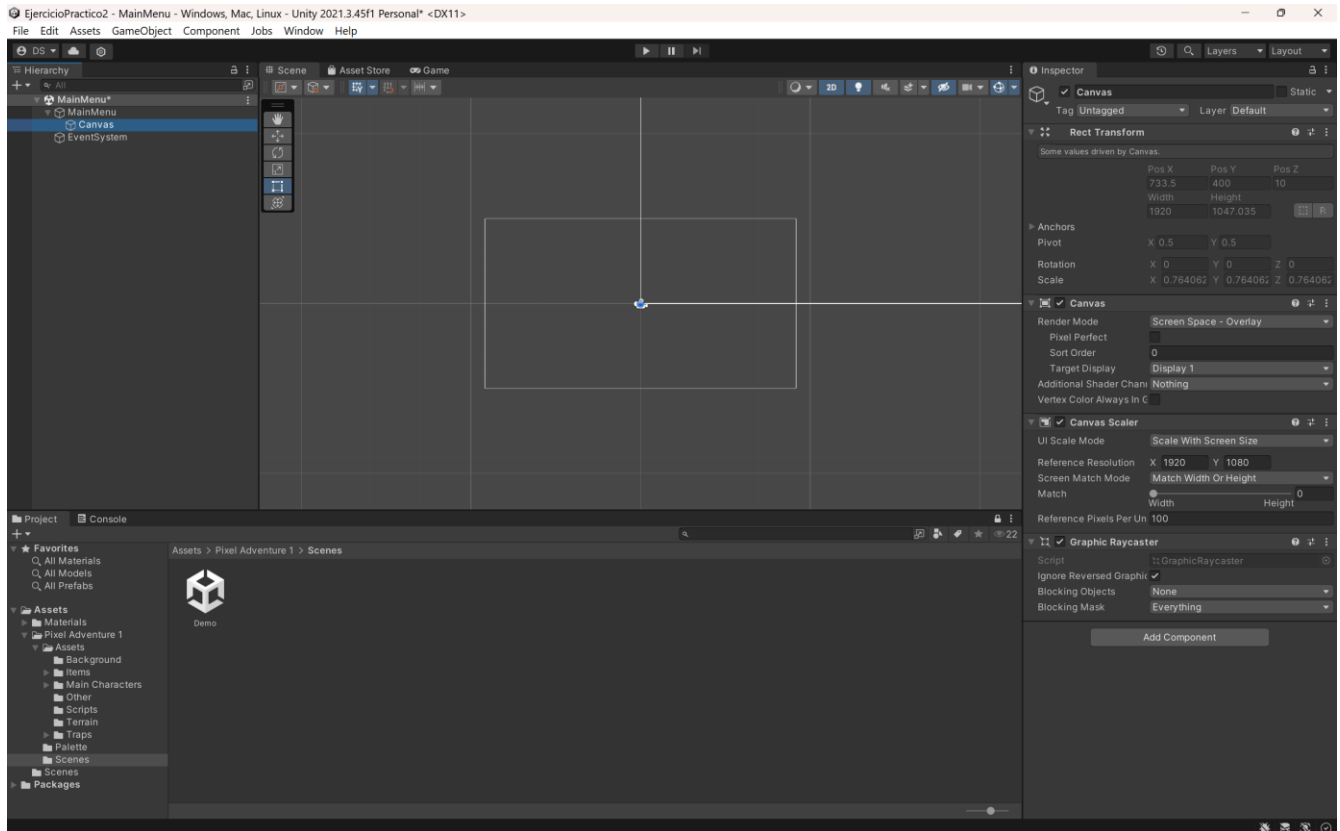


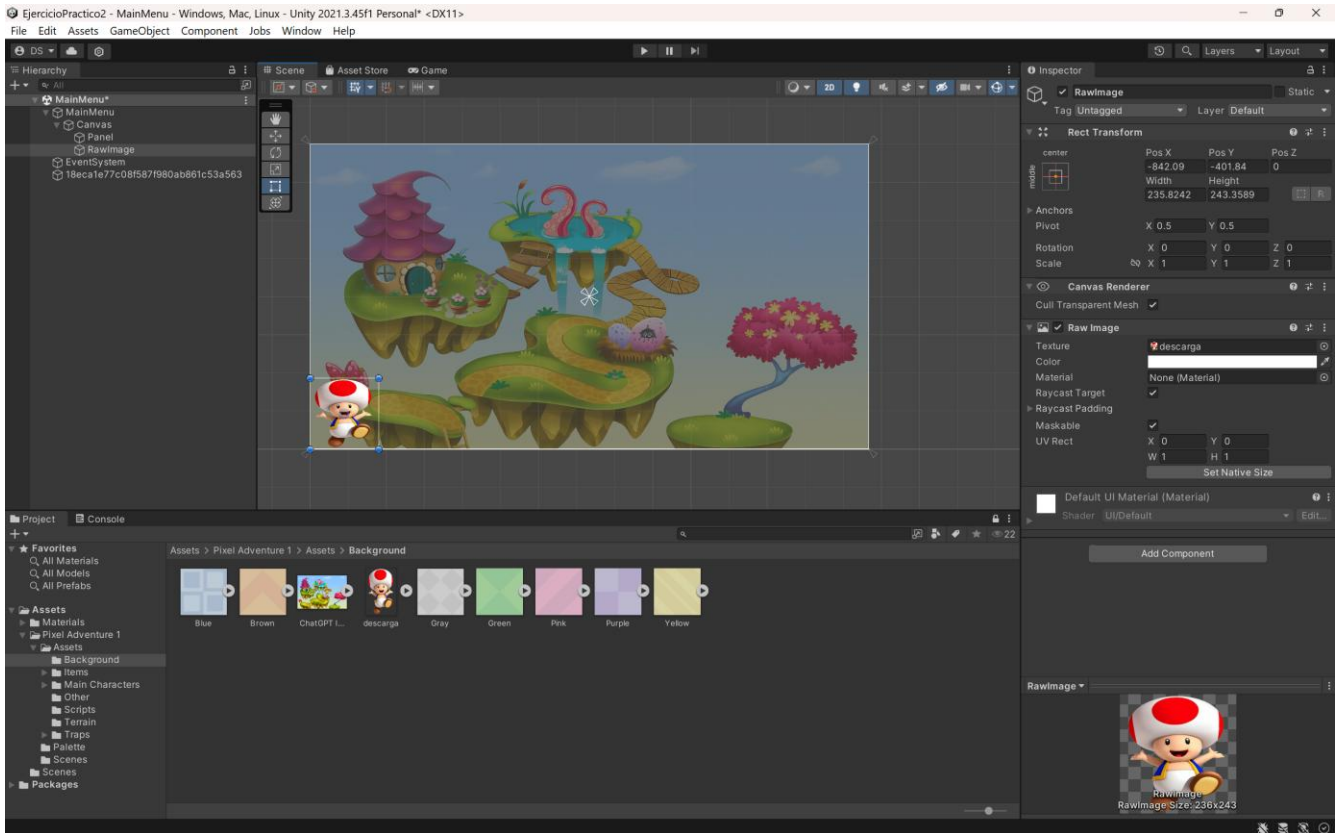
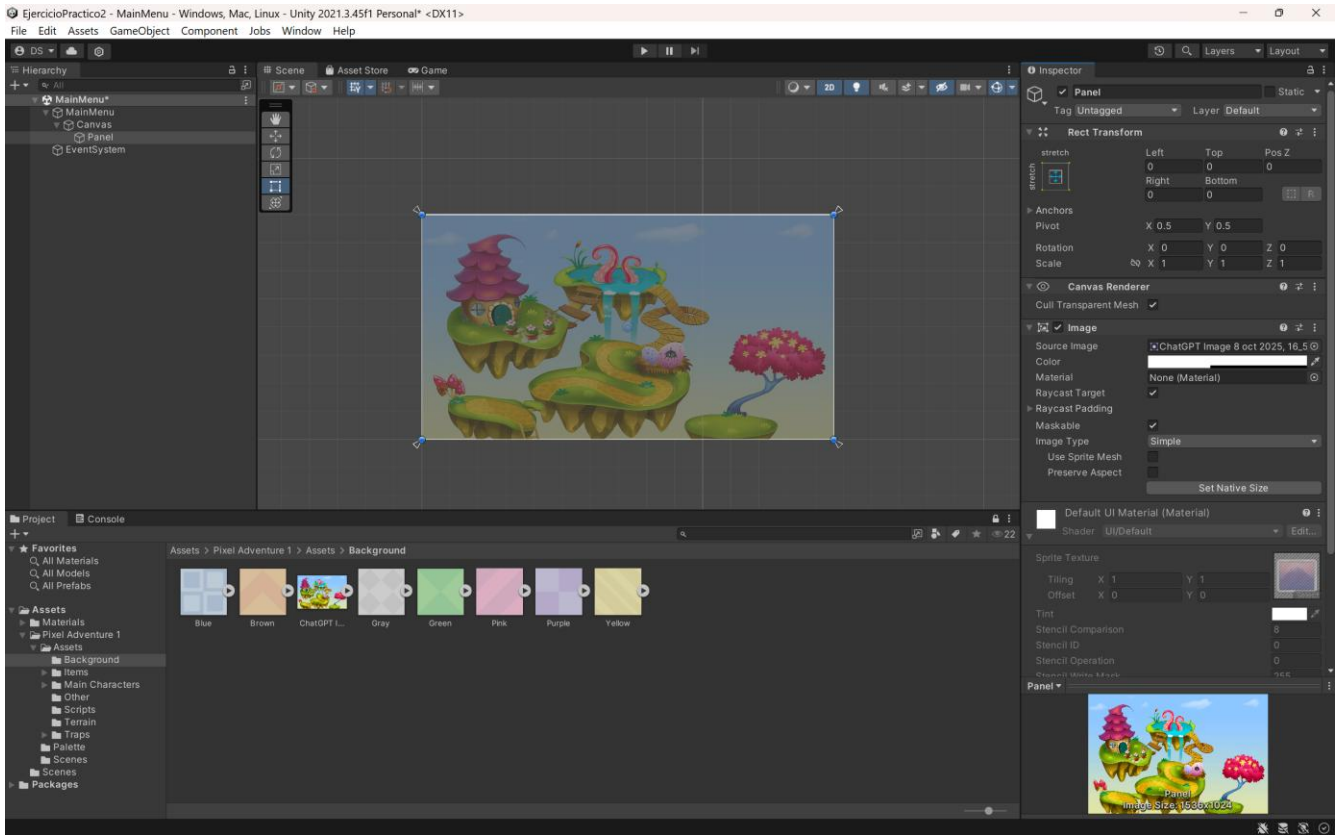
# Creación de Menú básico en Unity

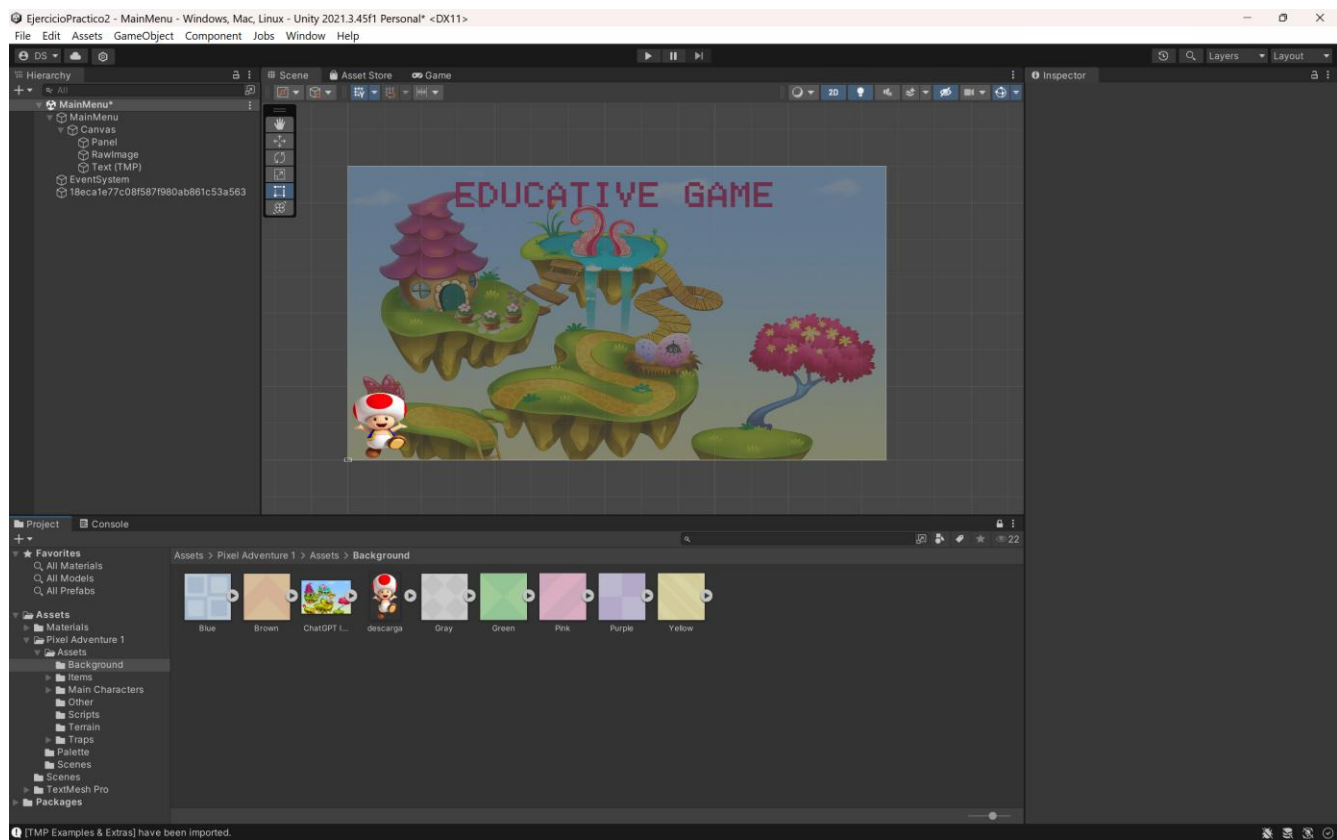
Dalia del Carmen Mendiola Soto GIDS5101

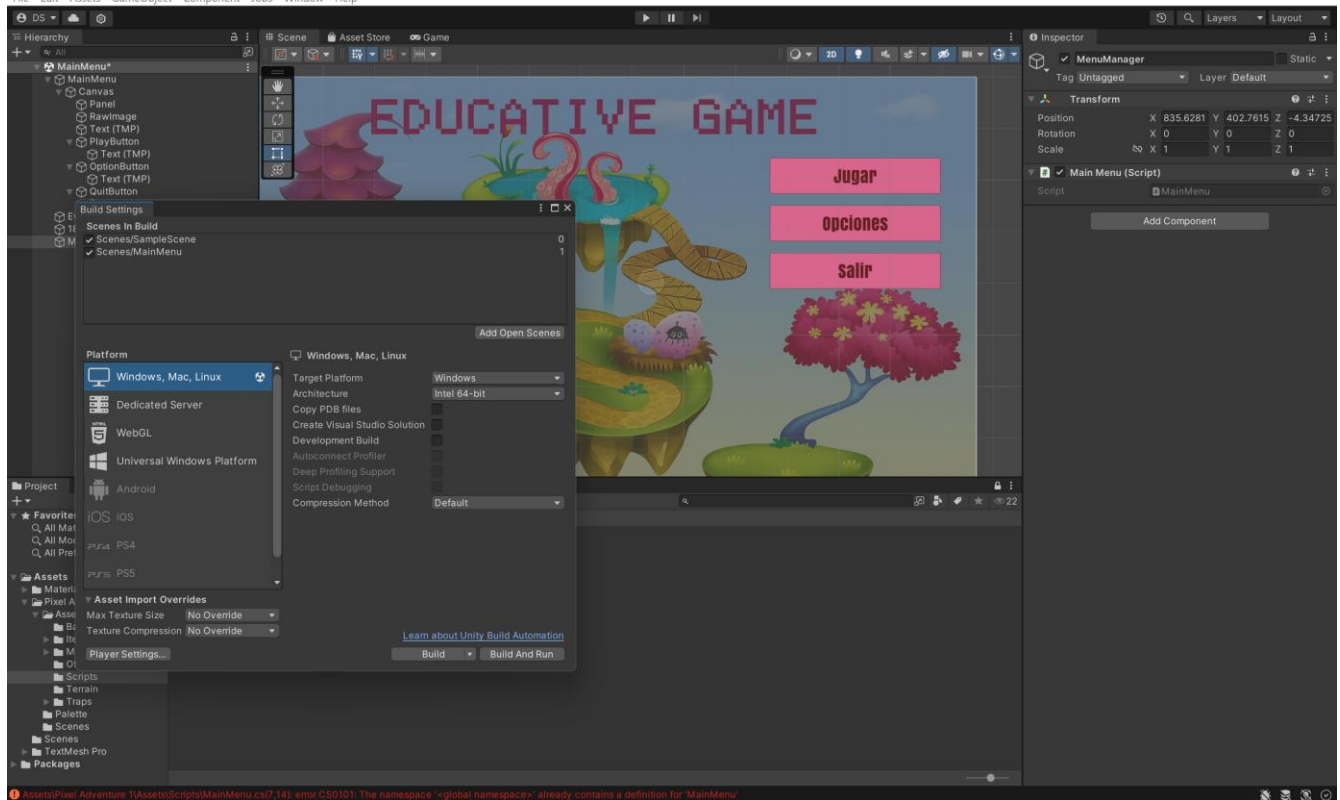
Link de funcionalidad

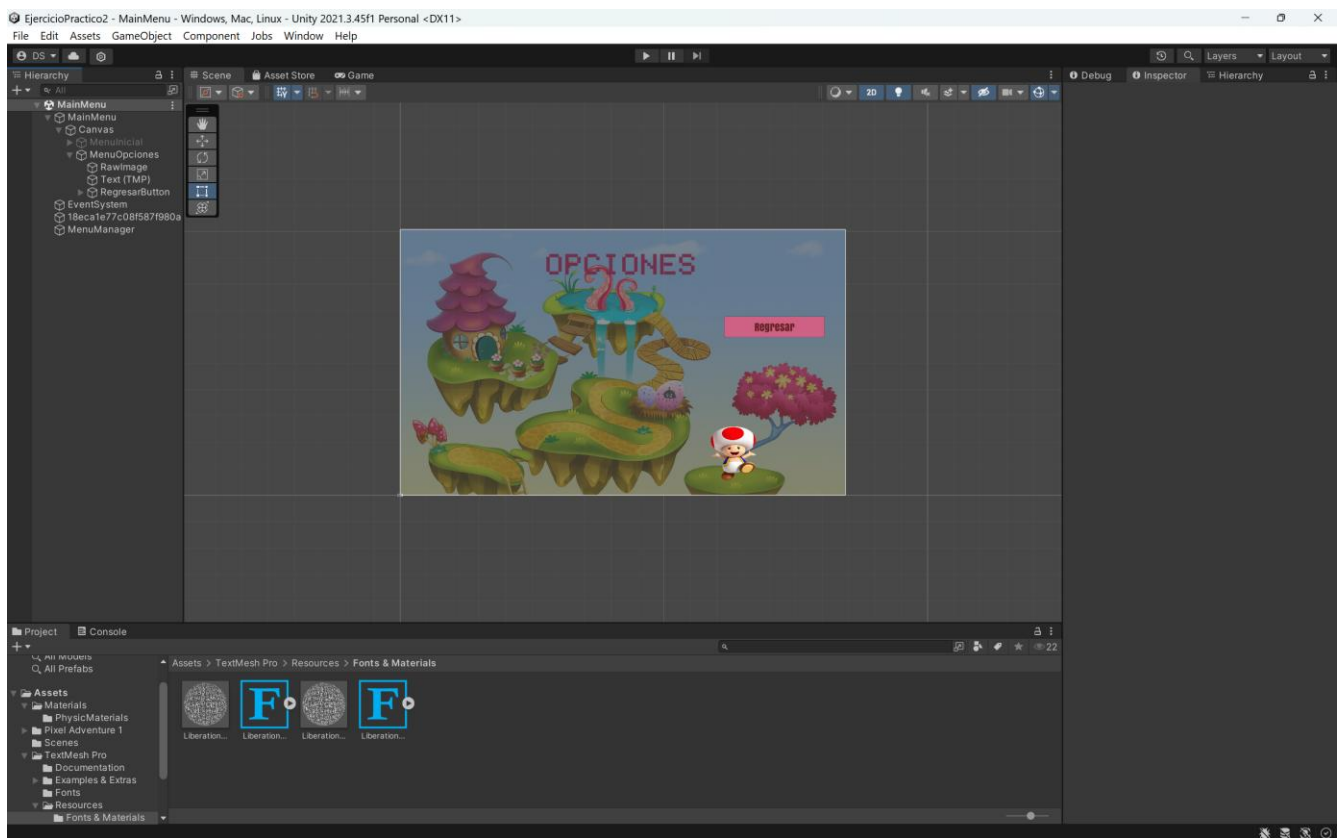
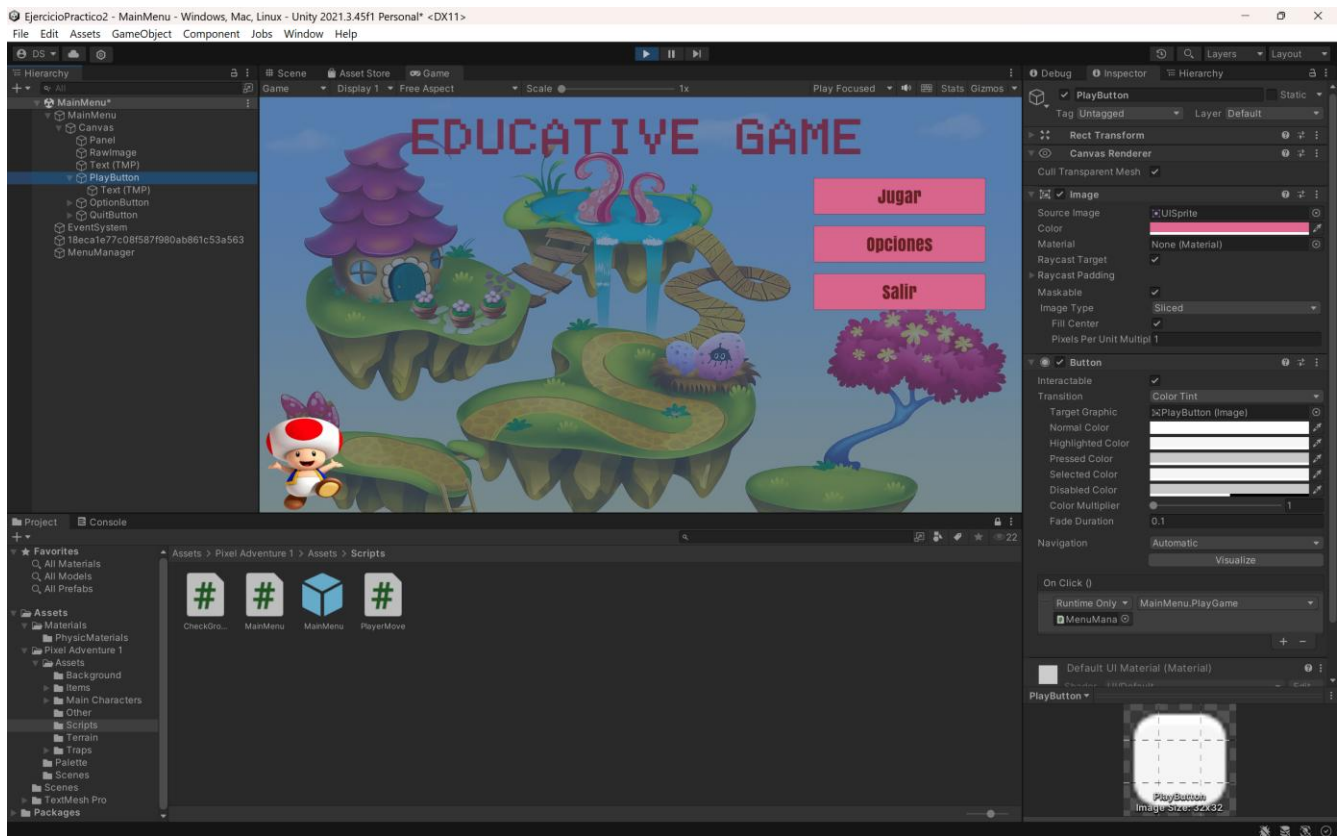
[https://drive.google.com/file/d/1T\\_f1RD0E0eGj\\_fw6OoA4\\_dGL5mOFLV9C/view?usp=sharing](https://drive.google.com/file/d/1T_f1RD0E0eGj_fw6OoA4_dGL5mOFLV9C/view?usp=sharing)











The screenshot shows the Visual Studio IDE with the 'VolverMenu.cs' file open. The file contains the following code:

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine.SceneManagement;
4 using UnityEngine;
5
6 public class VolverMenu : MonoBehaviour
7 {
8     public void Regresar()
9     {
10         //SceneManager.LoadScene("MenuInicial");
11         UnityEngine.Debug.Log("Cargando menú inicial...");
12         //Agregar instrucción para el cargar la escena
13         SceneManager.LoadScene("MainMenu");
14     }
15 }
16
```

The file explorer on the left shows 'Archivos varios' and 'VolverMenu'.

The screenshot shows the Visual Studio IDE with the 'MainMenu.cs' file open. The file contains the following code:

```
1 using System.Diagnostics;
2 using UnityEngine;
3 using UnityEngine.SceneManagement;
4 using static System.Net.Mime.MediaTypeNames;
5
6 public class MainMenu : MonoBehaviour
7 {
8     public void PlayGame()
9     {
10         UnityEngine.Debug.Log("Cargando el juego...");
11         SceneManager.LoadScene("SampleScene");
12         //Reemplaza con el nombre real
13     }
14
15     public void Opciones()
16     {
17         UnityEngine.Debug.Log("Cargando menú opciones...");
18         //Agregar instrucción para el cargar la escena
19         SceneManager.LoadScene("MenuOpciones");
20     }
21
22     public void QuitGame()
23     {
24         UnityEngine.Debug.Log("Salir del juego");
25         UnityEngine.Application.Quit();
26     }
27 }

```

The file explorer on the left shows 'Archivos varios' and 'MainMenu'.