Stranger Things themed Main Menu Prefab

Figure 1: Stranger Things themed Main Menu prefab on a game scene

Figure 2: Stranger Things themed Main Menu Prefab in Prefab Mode

What is it?

A customizable Main Menu inspired by the Stranger Things logo.

How to Use It (and how to integrate it into your code)

To use this prefab:

- Download the prefab from the asset store

- Import the prefab into your prefab folder on unity by dragging and dropping (drag from the folder the prefab was downloaded to and drop into the prefab folder in Unity)

  - If a Prefab folder is not there, then you have to make one. Go to the Assets folder → right click → Create → Folder → name the folder "Prefabs"

- Create a new scene or choose an existing scene for your main menu

- Drag the Main Menu prefab from the prefab folder to the Hierarchy window

- The prefab should now be displayed on the scene

- Edit the title and the buttons however you like!

Contents

This prefab includes the following features:

- Stranger Things themed Title (UI TMP - text object)

- 4 Buttons (UI button objects)

  - Start Button - changes to the scene of the start of the game

  - Help Button - opens the Help Menu

  - Options Button - opens the Options Menu

  - Quit Button - exits out of the application

- Options Menu (UI panel object)

- ○ Includes a Close Options Menu Button
- Help Menu
  - ○ Includes a Close Help Menu Button
  - ○ Includes Text in the Stranger Things font to explain the rules of the game, how to control the player, etc.
- MainMenu Script
  - ○ Plays audio
  - ○ Loads next game scene after start button is clicked
  - ○ Opens and closes Option Menu
  - ○ Opens and closes Help Menu
- MenuManager script
  - ○ Opens and closes menus

Troubleshooting tips if it does not work right

- If the start button doesn't work:
  - ○ Make sure your game start scene in build settings and in the Game Start Scene field value located in the inspector for the Main Menu object are the same
    - ■ To get to build settings: go to File → Build Settings
      - To add a scene that is open to build settings: click Add Open Scenes
      - To change the order: drag and drop a scene to the correct placement
- If the help button doesn't work

- ○ Make sure that the Help Menu game object in the Hierarchy is the same as the Help Menu game object referenced in the inspector of the Main Menu
  - ■ To add the correct Help Menu: drag the Help Menu game object in the Hierarchy to the game object labeled 'Help Menu' in the inspector under the Main Menu script component
- ○ Make sure that the button component of the Help Button game object has MainMenu.openHelp as the onclick() function
  - ■ If there is nothing in the onclick() function do this:
    - ● Drag the Main Menu game object to the game object field in the onclick() component → click on no function → scroll to MainMenu → select the openHelp() function
- If the options button doesn't work
  - ○ Make sure that the Options Menu game object in the Hierarchy is the same as the Options Menu game object referenced in the inspector of the Main Menu
    - ■ To add the correct Options Menu: drag the Options Menu game object in the Hierarchy to the game object labeled 'Options Menu' in the inspector under the Main Menu script component
  - ○ Make sure that the button component of the Option Button game object has MainMenu.openOptions as the onclick() function
    - ■ If there is nothing in the onclick() function do this:
      - ● Drag the Main Menu game object to the game object field in the onclick() component → click on no function → scroll to MainMenu → select the openOptions() function

- If the application button doesn't work

  - Application.Quit() is ignored while running the game in play mode! There is a Debug that lets you know that the button is being clicked. If you do not see a debug message, check the Quit button component in the inspector and make sure the correct onclick() is there.