# What’s the Difficulty?

## Overview:

It’s time for the final lesson! To finish our game, we will add a Menu and Title Screen of sorts. You will create your own title, and style the text to make it look nice. You will create three new buttons that set the difficulty of the game. The higher the difficulty, the faster the targets spawn!

## Project Outcome:

Starting the game will open to a beautiful menu, with the title displayed prominently and three difficulty buttons resting at the bottom of the screen. Each difficulty will affect the spawn rate of the targets, increasing the skill required to stop “good” targets from falling.

By the end of this lesson, you will be able to:

* Store UI elements in a parent object to create Menus, UI, or HUD
* Add listeners to detect when a UI Button has been clicked
* Set difficulty by passing parameters into game functions like SpawnRate

[Unity Video Series](https://learn.unity.com/tutorial/lesson-5-4-what-s-the-difficulty?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cf96bdeedbc2a2b475972b3)

[Written Instructions](https://drive.google.com/file/d/1643R8nR5BSv3L6HJ9vIQnMbYFTyV1bO0/view?usp=sharing)