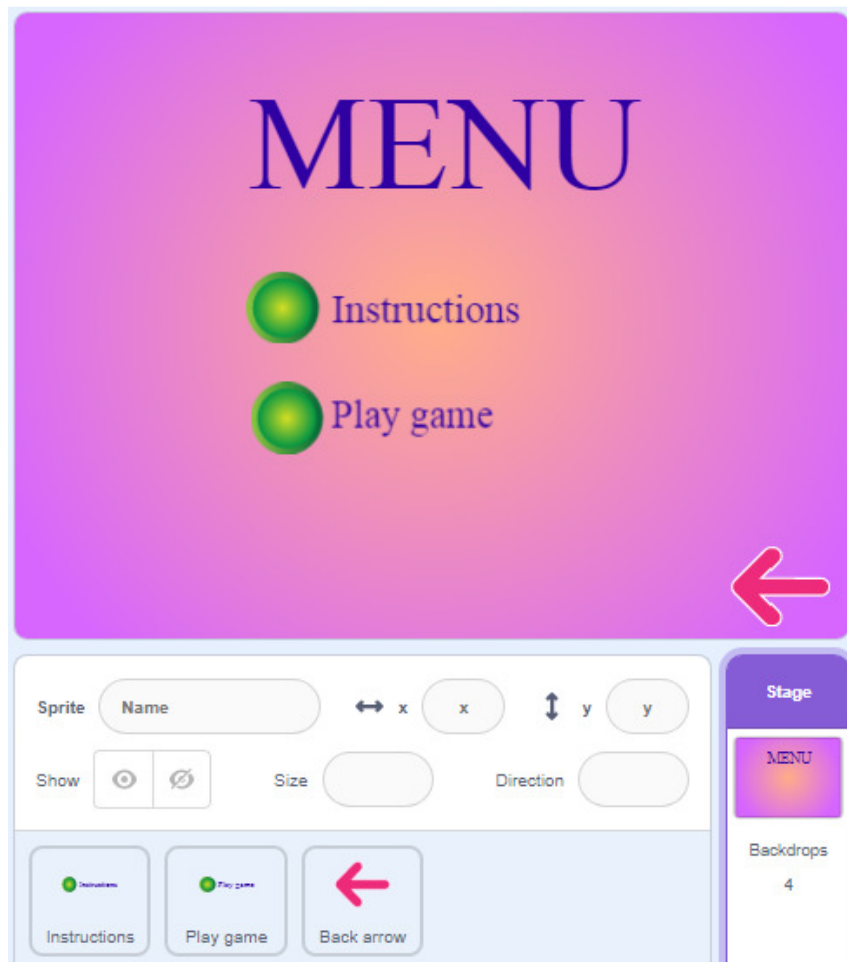# Finishing touches 1: a menu

When you've coded something you are pleased with, it is nice to add a menu to make your game smart and easy to play.
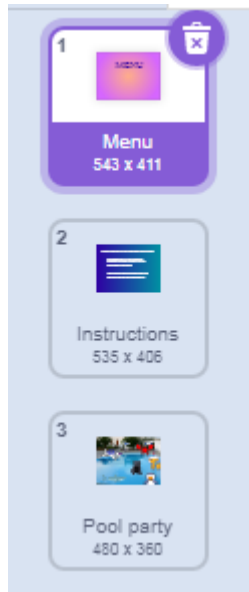

As you can see in the picture above, to add a menu you will need several backdrops, and separate sprites for the buttons and the 'Back arrow'.

You can design the backdrop for the menu however you like, then use the Text tool to add the word 'MENU'.

We will use messages to control what is seen on the screen. The first bit of code goes on the backdrop:

Menu 1
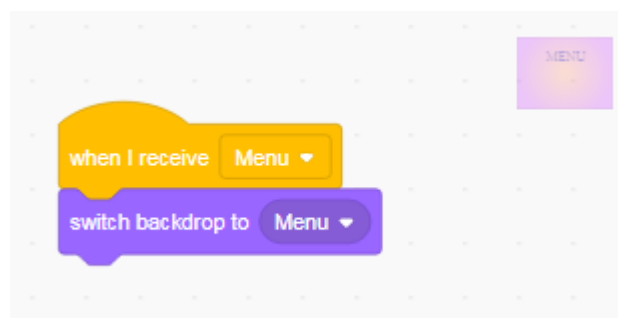
Here you can see some of the other backdrops I created.

• For the second one I used the Text tool to write instructions — how to play the game.

• The third backdrop is called 'Pool party'. Unfortunately this isn't a real game, I just made this as an example of what your game might be.

• It's a good idea to change the name of the backdrops, as this will help you not to get confused while you are coding.
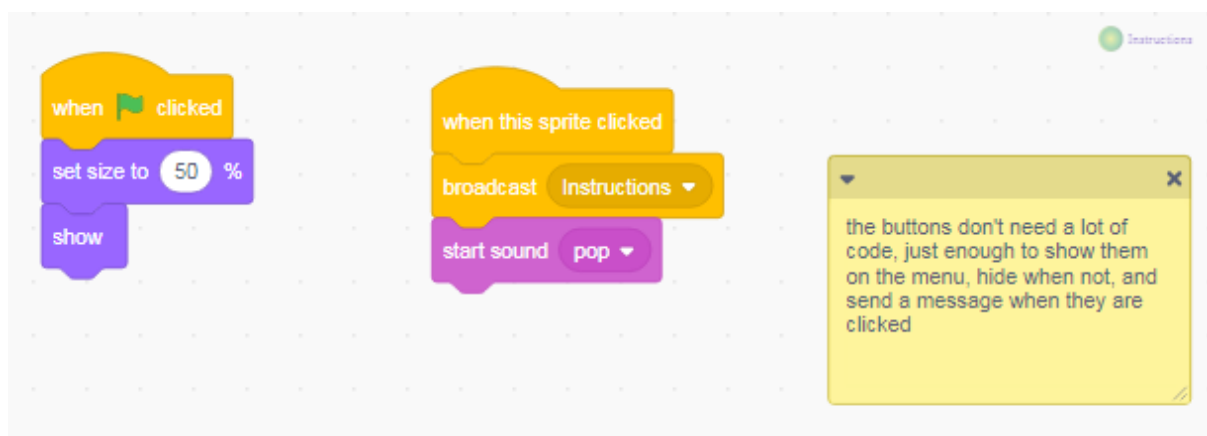
Save your project

Next, you need to decide what options will be on the buttons on your menu — I have two, one for showing the instruction screen, and one for playing the game. There is also a 'Back' arrow, which we will add later on. I haven't told you about creating the messages, but you can work it out!

I used the green button sprite that Scratch provides, but you can use another one, or draw your own. Use the Text tool to write on it, so we know what it does (or write next to it, if that is easier).

Here is the first bit of code to go on the button:

the buttons don't need a lot of code, just enough to show them on the menu, hide when not, and send a message when they are clicked

Next we add code to the button to respond to all the different messages we might receive (one for each backdrop we created):
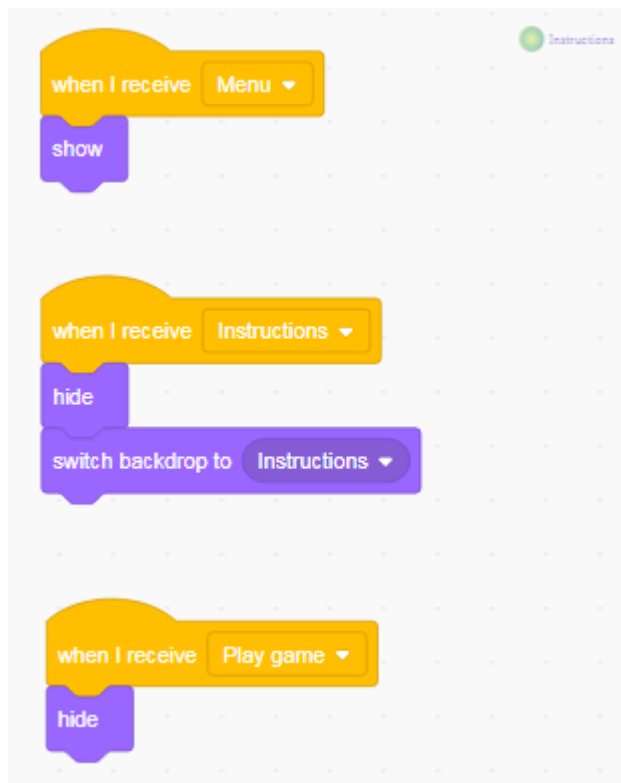

• There is a message for the menu, and one for each button, but the code is very simple — we just choose to show or hide the button, instructions show instructions

• Test your button, does it appear when the menu is shown, and disappear when the instruction screen is shown?

• Once it is working, you can copy the sprite to make other buttons — there are only small changes to the costume and the code.

The Back arrow is an easy sprite to set up, as it doesn't need to hide on different screens.

this arrow sprite takes you back to the menu so you can make another choice
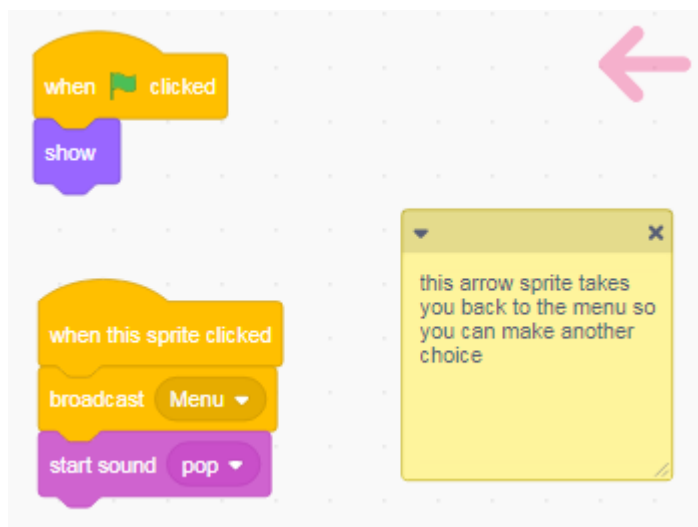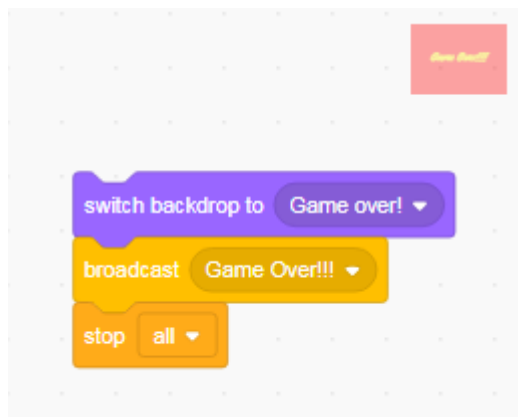
Test it out!

Save your project

Finishing touches 2: a Game Over!!! screen

You can show a Game Over!!! message with a sprite, or sometimes you might want a whole screen for this.

I added another backdrop with this design (using the Text tool), and then you need to add code to your game, at the point where it is over:

• There isn't a hat block here, because this code needs to follow your code (and I don't know what that is).

• You also need to add an extra bit of code to your buttons, and to your 'Back' arrow, see below:

It is the same bit of code that hides the buttons for all three sprites, so you can just copy it across.
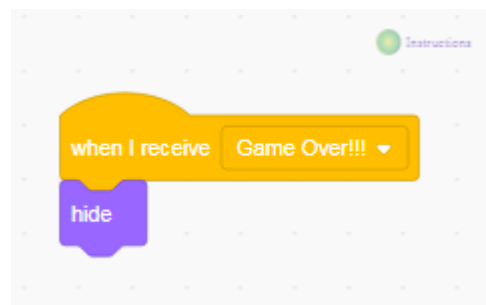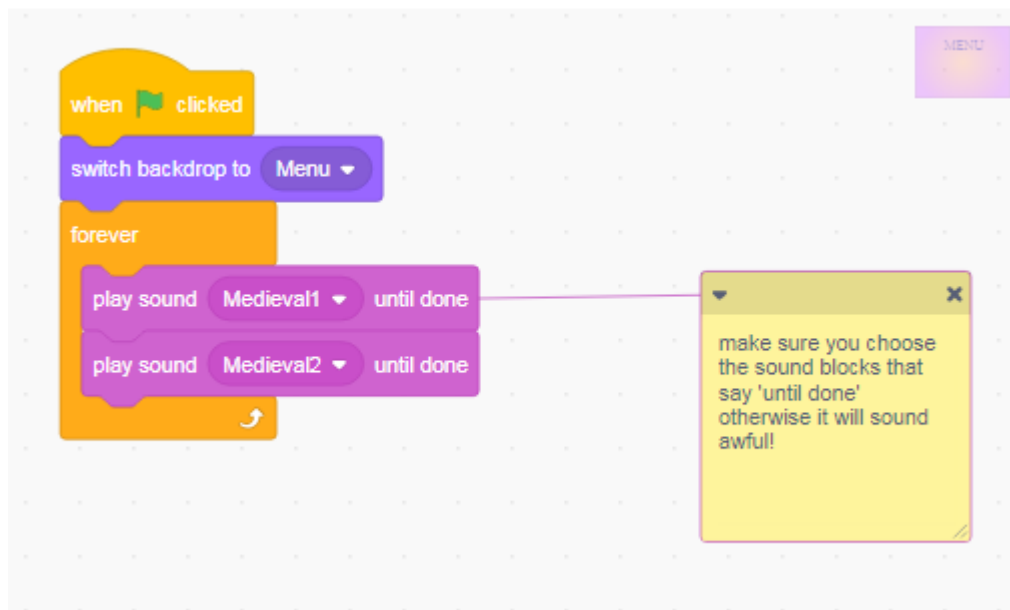

Save your project

Finishing touches 3: background music

This is easy to add, and makes a big difference to your project. Usually you will put the code on the backdrop.

Choose any sounds you like – the 'Loops' section in Scratch Sounds has some longer ones, or you can upload a song you like into Scratch. Then add code like this (you don't need the purple block if you haven't added a Menu to your project):

Save your project

You can see these ideas implemented at
https://scratch.mit.edu/projects/931183492/