

**4. open Home scene and click on manage audio**

**5- choose how many save profile allow and what options abilitate**

**6. decide how show the stage page when the player press START  
hint: if you have only a world, the world screen will be skip to show straightly the stage screen**

**Nested\_world\_stage\_select\_screen**

- Map
- Single\_screen\_with\_a\_page\_for\_every\_world
- Straight\_to\_the\_next\_game\_stage

= show before a world select screen and after a stage select screen

Automatic

Manual

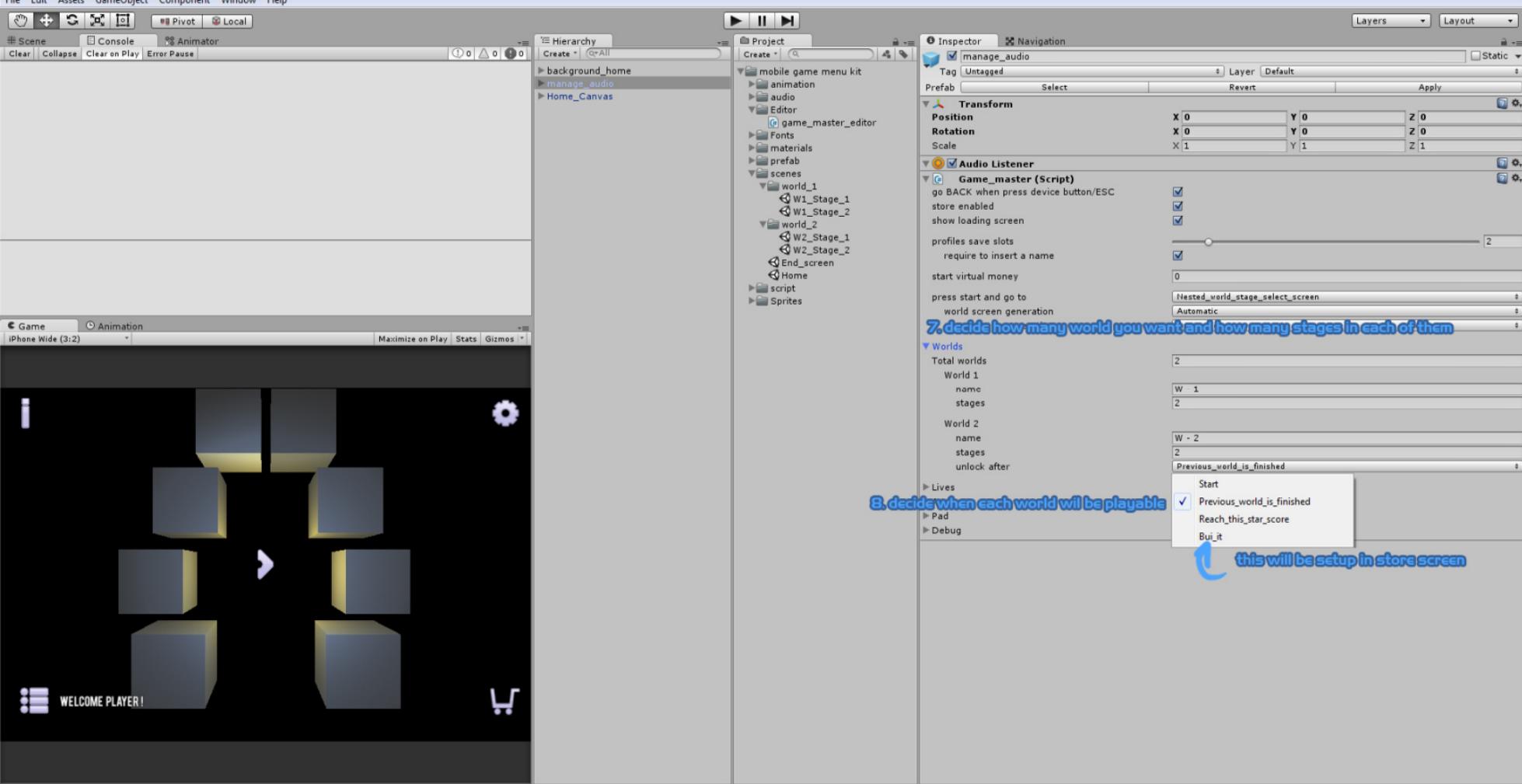
= the menu kit will make the work for you

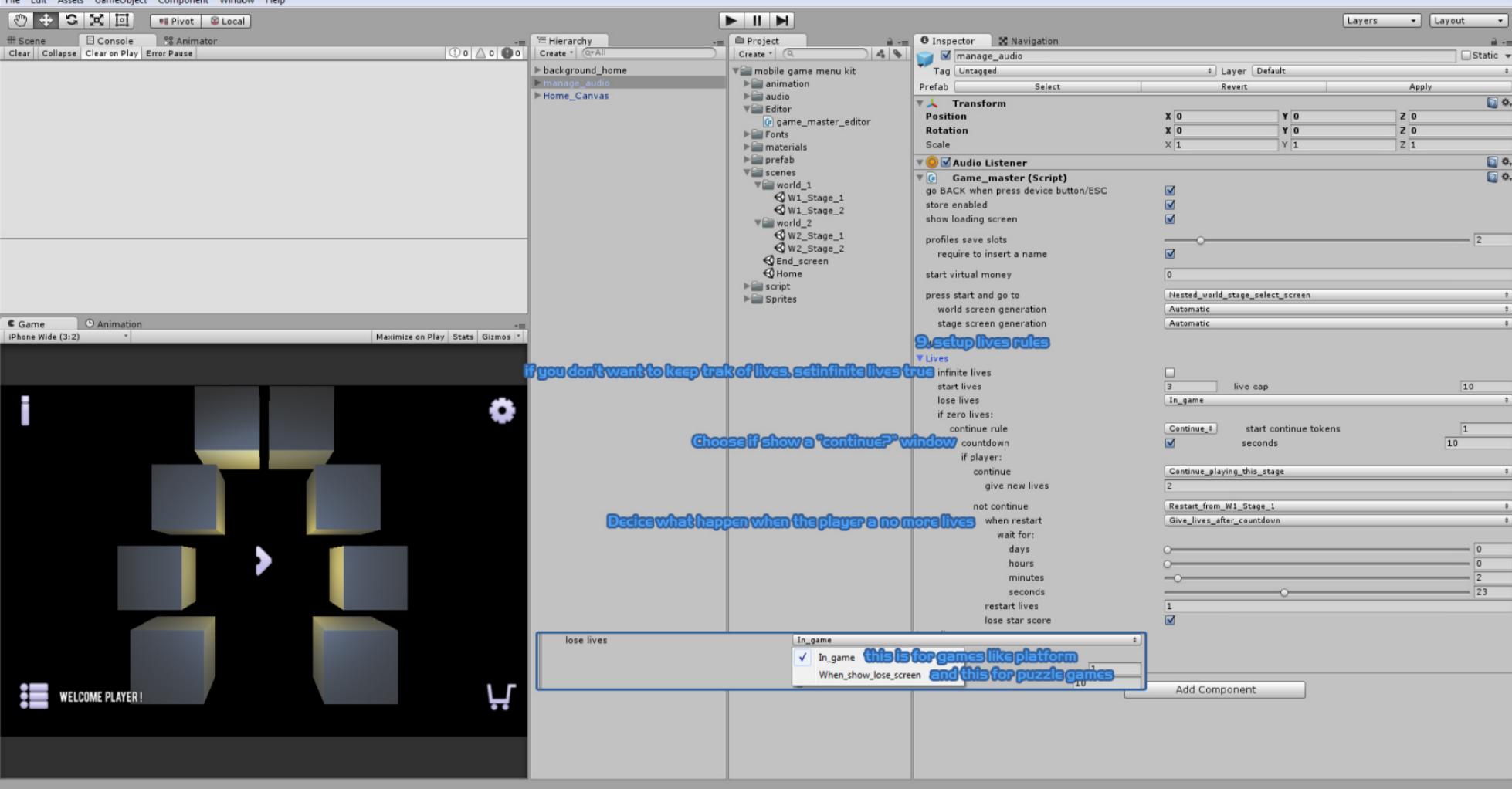
= you must manually put the icons in the world and/or screen page

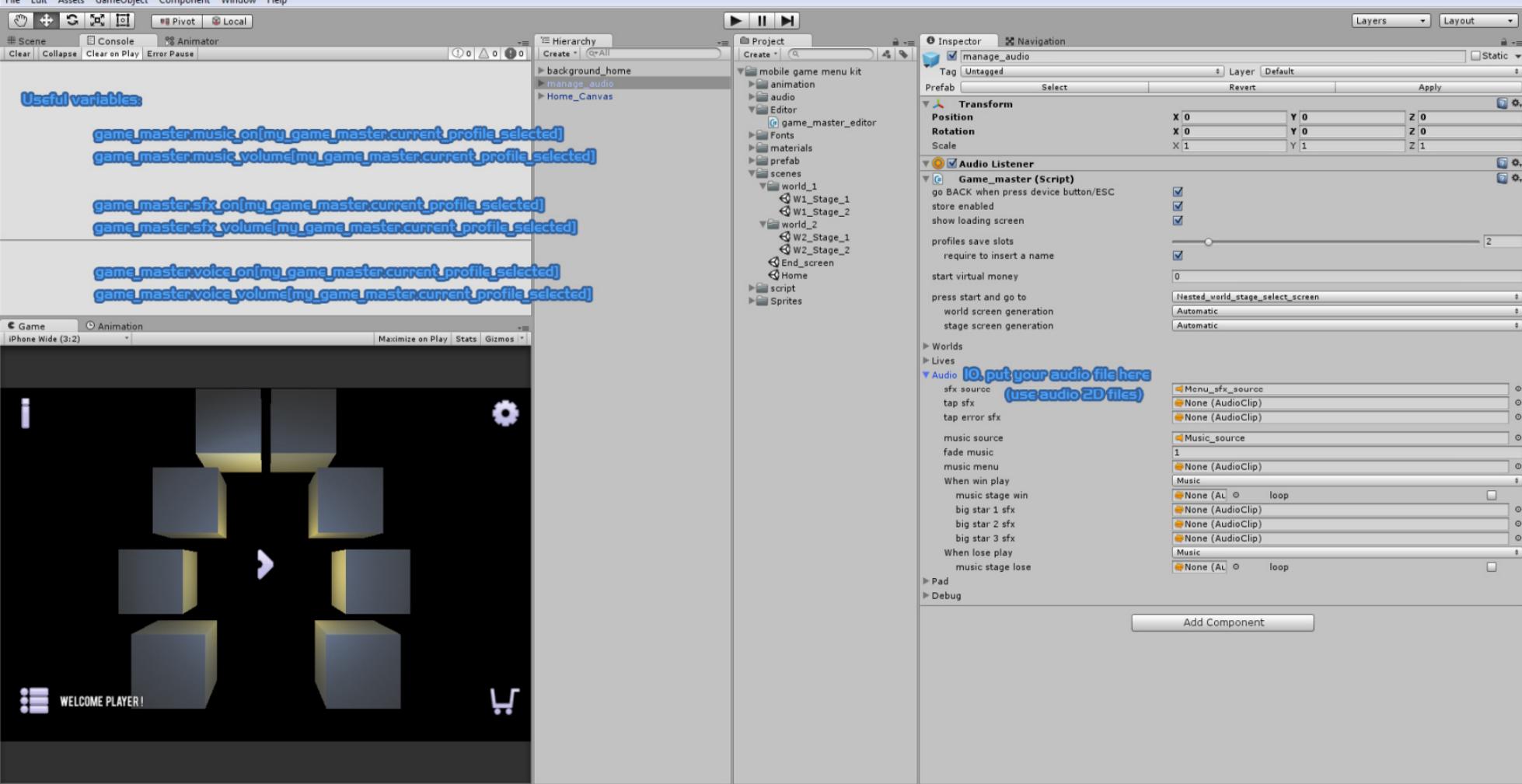
= every stage of every world will be show in a single screen manually build like a map

= half-automatic generation

= no world/stage screen







**HINT: submit button is managed by EventSystem so if you want change it, go here:**

**II. gamepad input setup**

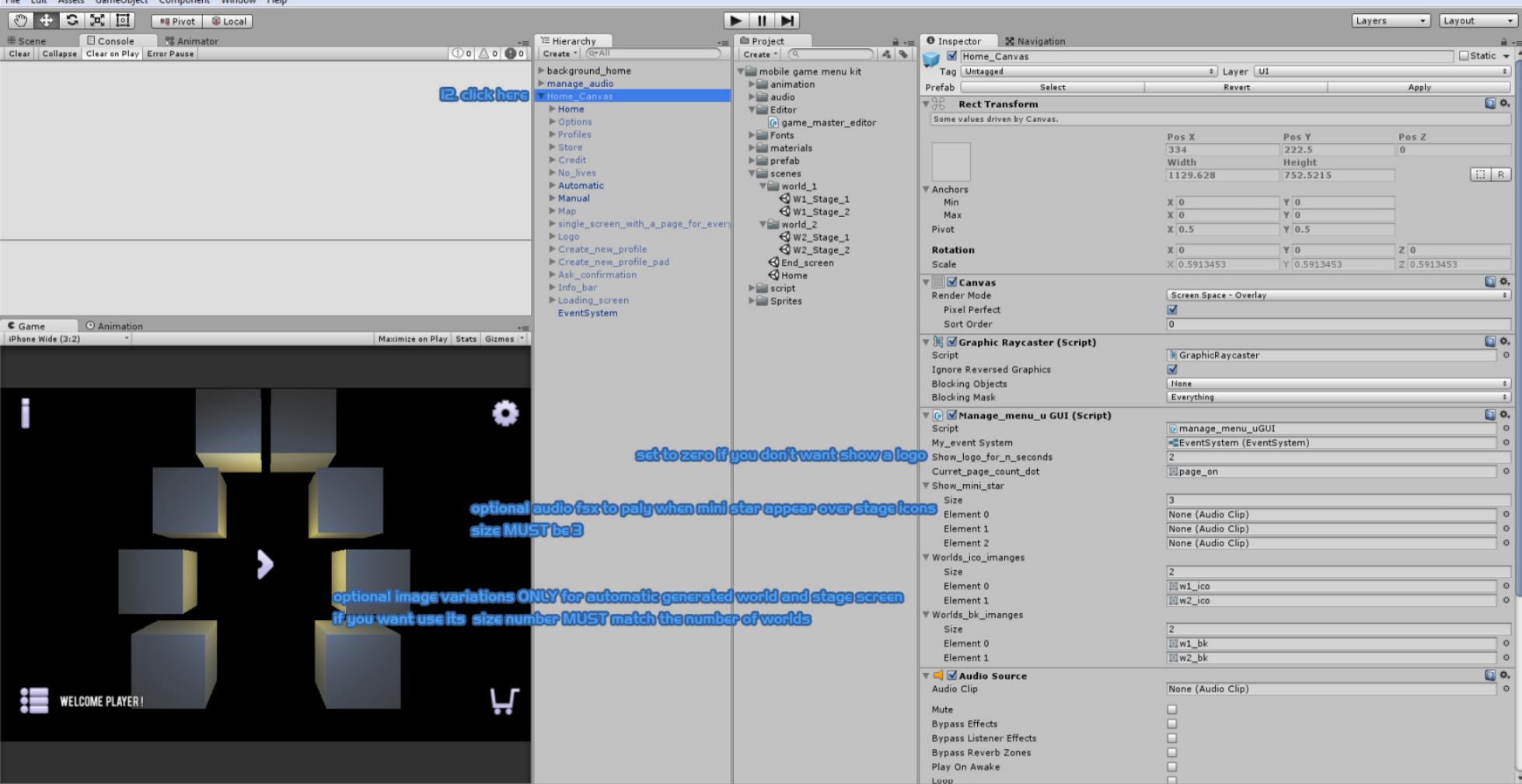
**if you prefer touch or mouse input, put this FALSE**

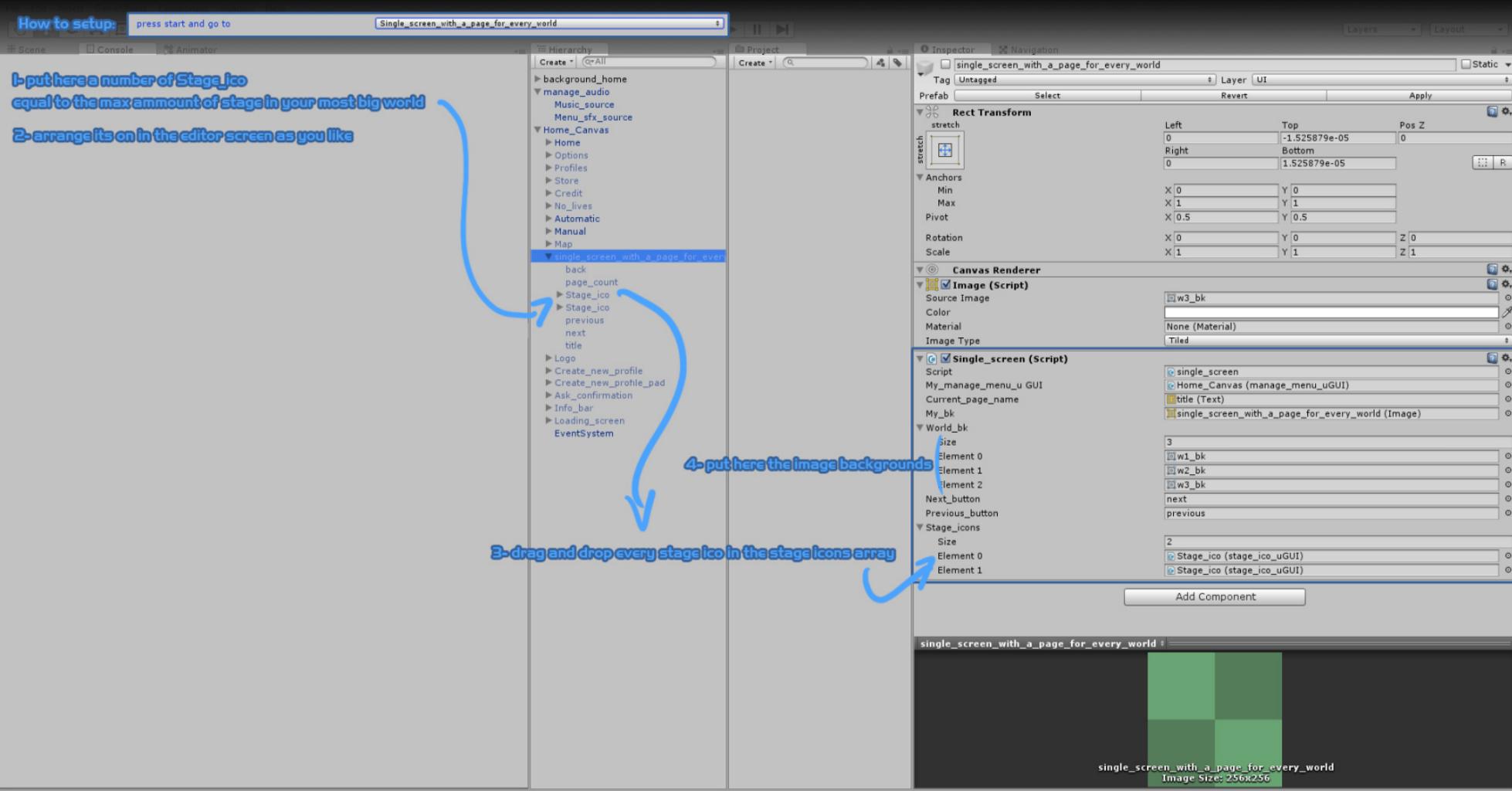
**next and previous allow navigation in world/stage screens**

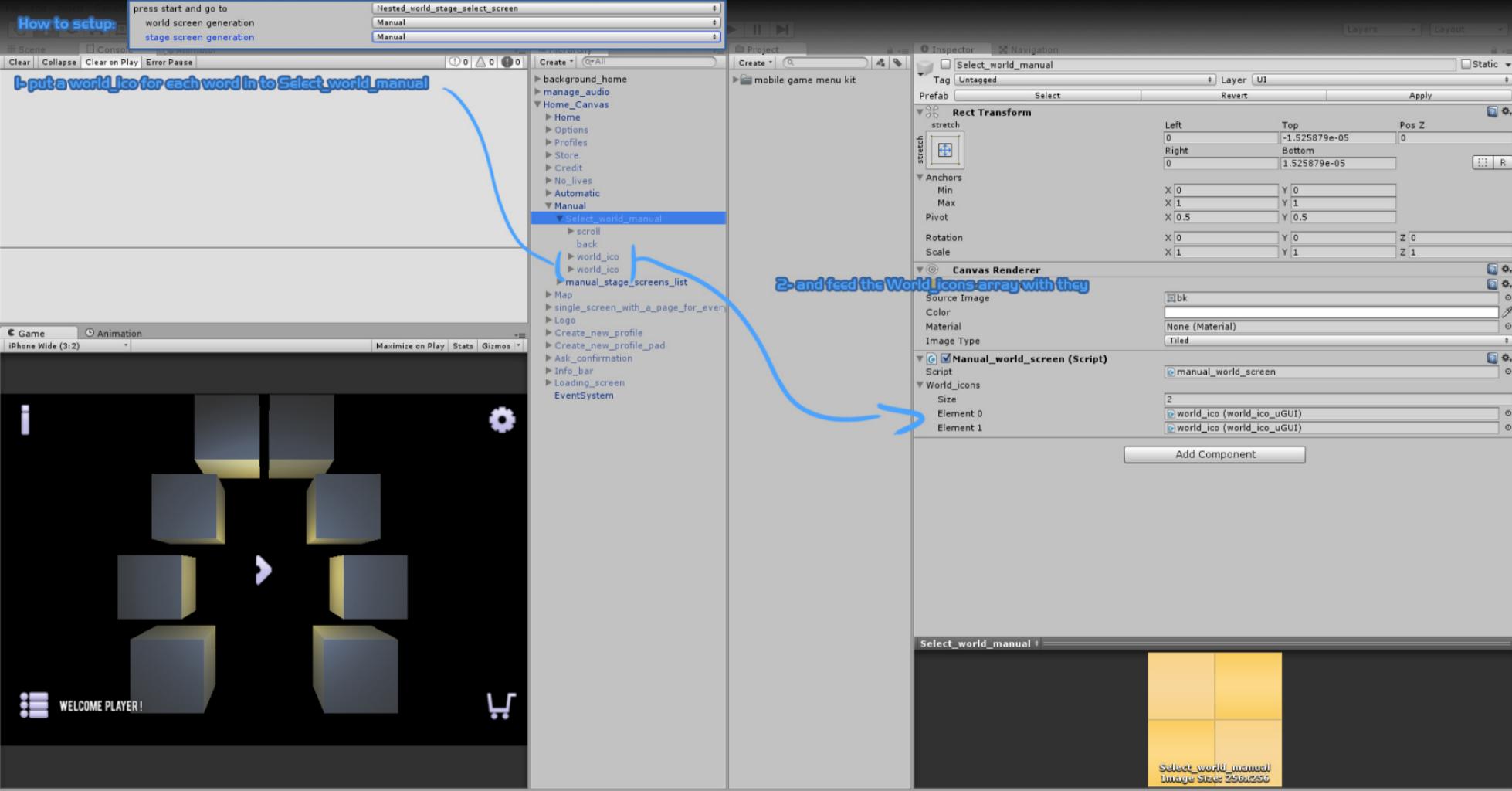
**pause open the pause menu in the game scene (not in home)**

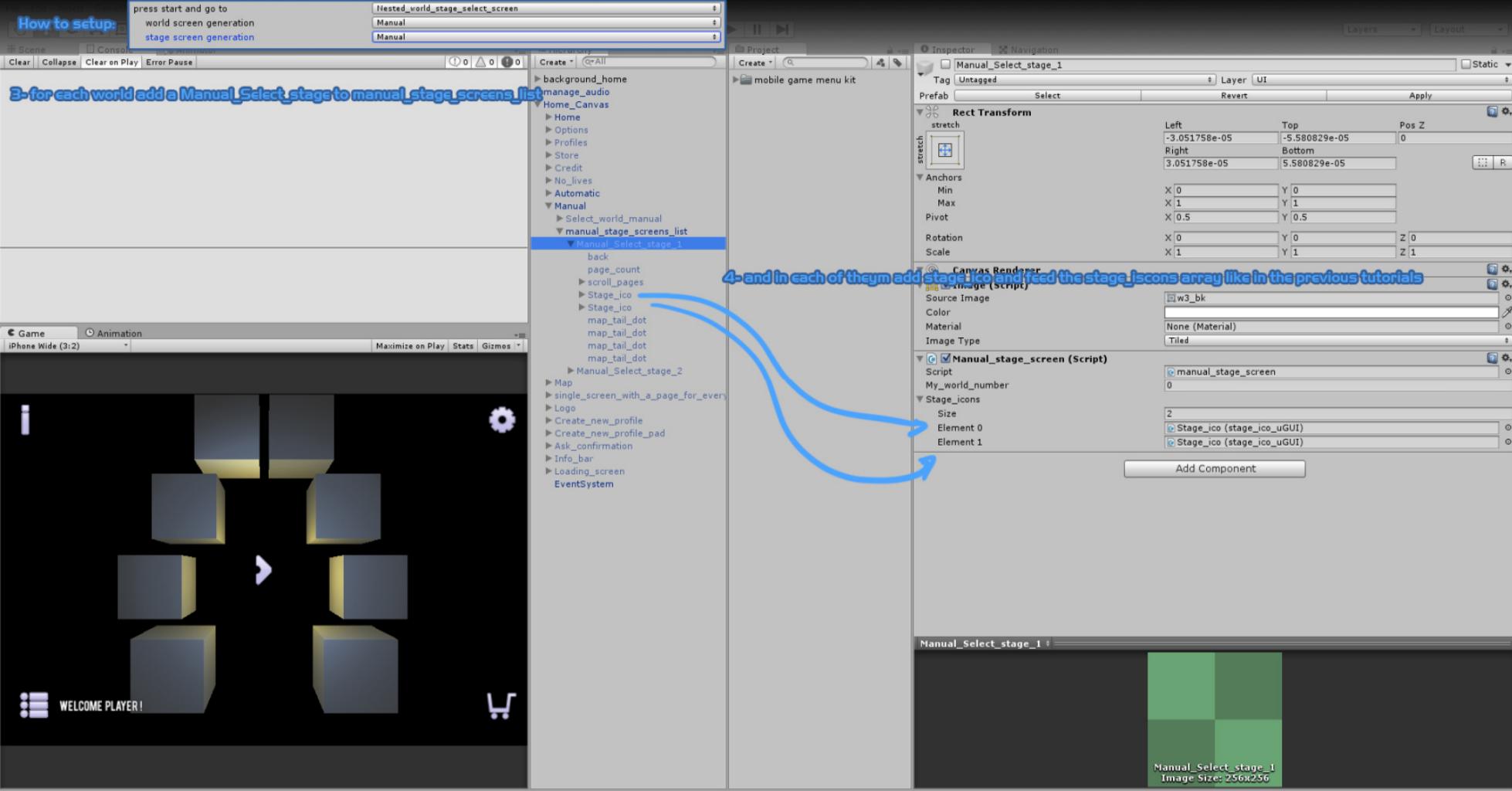
The image shows the Unity Editor interface with several panels open:

- File**: Undo Selection Change, Cut, Copy, Paste, Duplicate, Delete, Frame Selected, Lock View to Selected, Find, Select All, Preferences..., Modules..., Play, Pause, Step, Selection, Project Settings, Render Settings, Network Emulation, Graphics Emulation, Snap Settings...
- Input**: Tags and Layers, Audio, Time, Player, Physics, Physics 2D, Quality, Graphics, Network, Editor, Script Execution Order.
- Hierarchy**: mobile game menu kit, manage\_audio, animation, Home\_Canvas.
- Project**: Create, mobile game menu kit, manage\_audio, animation, Home\_Canvas.
- Inspector**: manage\_audio (Untagged, Layer Default).
  - Transform**: Position (X: 0, Y: 0, Z: 0), Rotation (X: 0, Y: 0, Z: 0), Scale (X: 1, Y: 1, Z: 1).
  - Audio Listener**: Game\_master (Script) checked.
  - Game\_master (Script)**:
    - go BACK when press device button/ESC
    - store enabled
    - show loading screen
    - profiles save slots
      - require to insert a name
    - start virtual money
    - press start and go to
      - world screen generation
      - stage screen generation
  - Worlds**: Lives (Adult), Pad
    - use pad
    - normal
    - highlighted
    - Buttons:
      - Start
      - Back
      - Next
      - Previous
      - Pause
  - Debug**: pause open the pause menu in the game scene (not in home).
- Layers**: Static, Apply.









## How to setup:

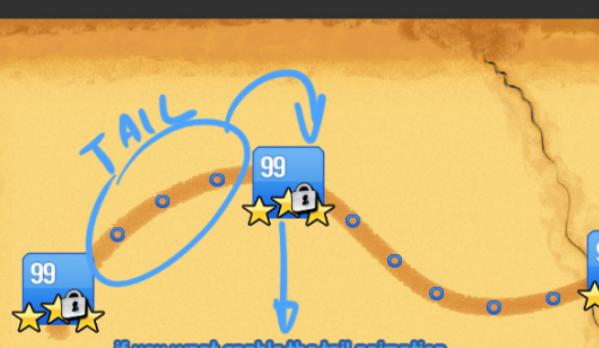
press start and go to

Map

Scene    Console    Animator  
Clear | Collapse | Clear on Play | Error Pause |

(be sure that image size and layout group are coherent.  
In the example scene is ready only the horizontal version,  
if you want a vertical orientation, you'll must manually create

**2- in map\_buttons add a Stage\_ico for each stage in teh game and feed the stage\_icons array in Manage\_linear\_map with them**



**if you want enable the tail animation.**

feed this array in stage\_ico\_uGUI with the dots that you want us

▼ My\_tail\_dot  
    Size  
    Element 0  
    Element 1  
    Element 2

3  
map\_tail\_dot (Image)  
map\_tail\_dot (Image)  
map tail dot (Image)

The Project Explorer displays a hierarchical structure of assets:

- mobile game menu kit
  - animation
  - audio
  - Editor
    - game\_master\_editor
  - FONTs
  - materials
  - prefab
  - scenes
    - world\_1
      - W1\_Stage\_1
      - W1\_Stage\_2
    - world\_2
      - W2\_Stage\_1
      - W2\_Stage\_2
    - End\_screen
    - Home
- script
- demo
- game\_scene
- home scene
- profiles
- stage menu
  - manual setup
  - map
  - pad\_scroll
  - pad\_snap
  - singla\_screen
  - stage\_icoo\_uGUI
  - world\_icoo\_uGI
- store
  - fore\_button
  - stor\_manager
  - game\_master
  - Info\_bar
- menu\_menu\_uG
  - end\_uGUI
  - options\_menu
  - pad\_selection\_color

The screenshot shows the Unity Inspector window with the following component hierarchy:

- Map** (checkbox checked)
- Untagged**
- Prefab**
- Rect Transform**
  - stretch**
  - Anchors**
    - Min
    - Max
    - Pivot
  - Rotation**
  - Scale**
- Canvas Renderer**
  - Image (Script)** (checkbox checked)
    - Source Image
    - Color
    - Material
    - Image Type
      - Preserve Aspect
- Manage\_linear\_map** (checkbox checked)
  - Script
  - Center\_to\_next\_stage\_to\_p
  - Scroll\_map
  - Map\_container
- Stage\_icons**
  - Size
  - Element 0
  - Element 1
  - Element 2
  - Element 3

The screenshot shows the Unity Editor interface with the following details:

- Top Bar:** Layer (UI) tab selected, Apply button.
- Inspector Panel:** Shows a transform component with position values (X: 0, Y: 0, Z: 0) and rotation values (X: 0, Y: 0, Z: 0). It also lists materials: "None (Material)" and "Simple".
- Component Hierarchy Panel:** Shows the object structure:
  - manage\_linear\_map (checkbox)
  - scroll\_map (ScrollRect)
  - map\_bk (RectTransform)
- Bottom Buttons:** Add Component button.

