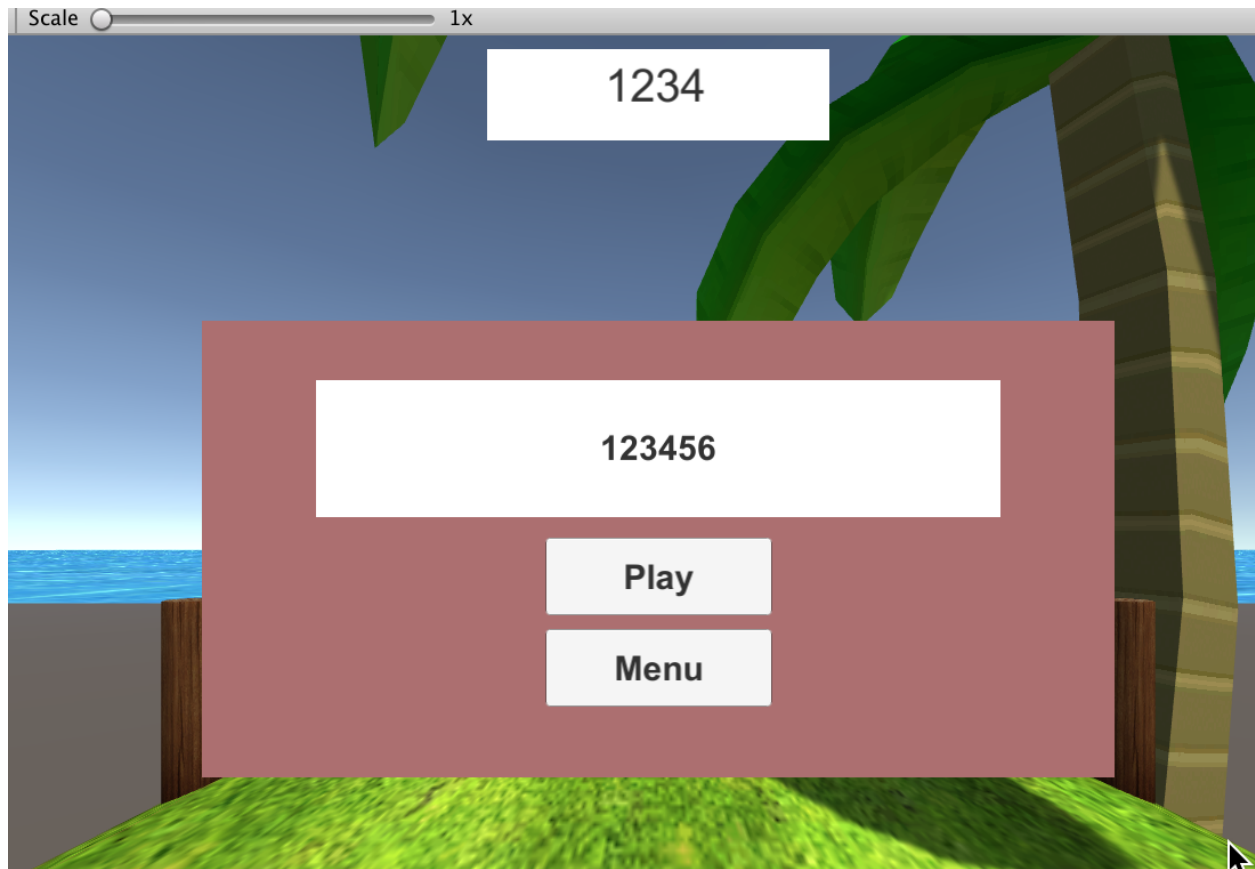
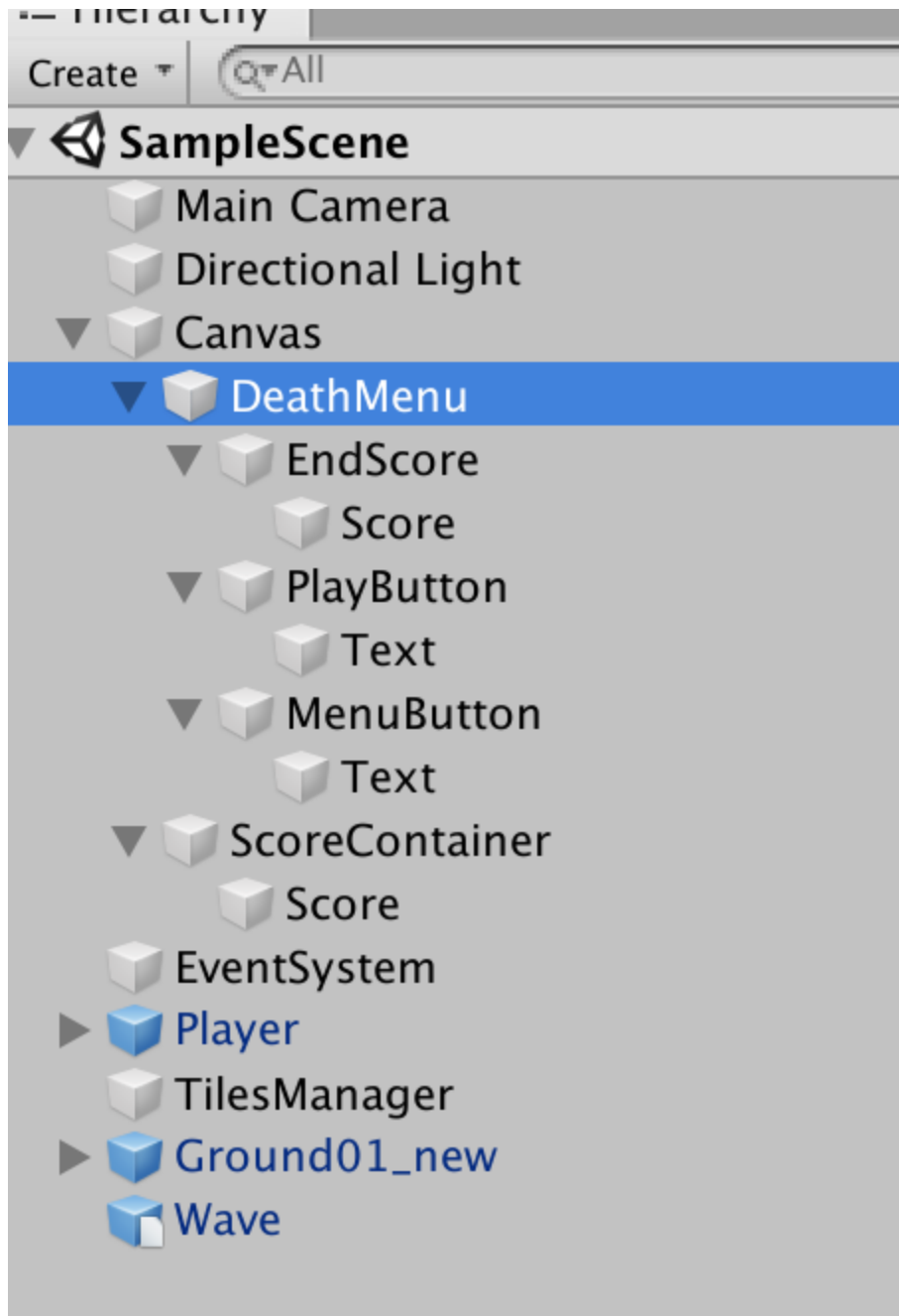


Bai 6 - Deadmenu

B1 - Thiết kế deadmenu





DeadMenu: Panel

EndScore: image

Score: Text

B2 - Tạo script DeadMenu.cs và gắn vào DeathMenu

Inspector



DeathMenu



Static

Tag

Untagged

Layer

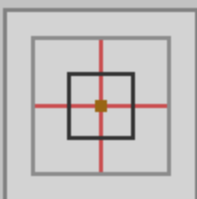
UI



Rect Transform



middle



center

Pos X

0.5

Pos Y

0

Pos Z

16.6

Width

800

Height

400



R

► Anchors

Pivot

X

0.5

Y

0.5

Rotation

X

0

Y

0

Z

0

Scale

X

1

Y

1

Z

1



Canvas Renderer



Cull Transparent Mesh ☐



Image (Script)



Source Image

None (Sprite)

Color



Material

None (Material)

Raycast Target



Dead Menu (Script)



Script

DeadMenu



Default UI Material



Shader

UI/Default

Add Component

B3 - Viết code DeathMenu.cs

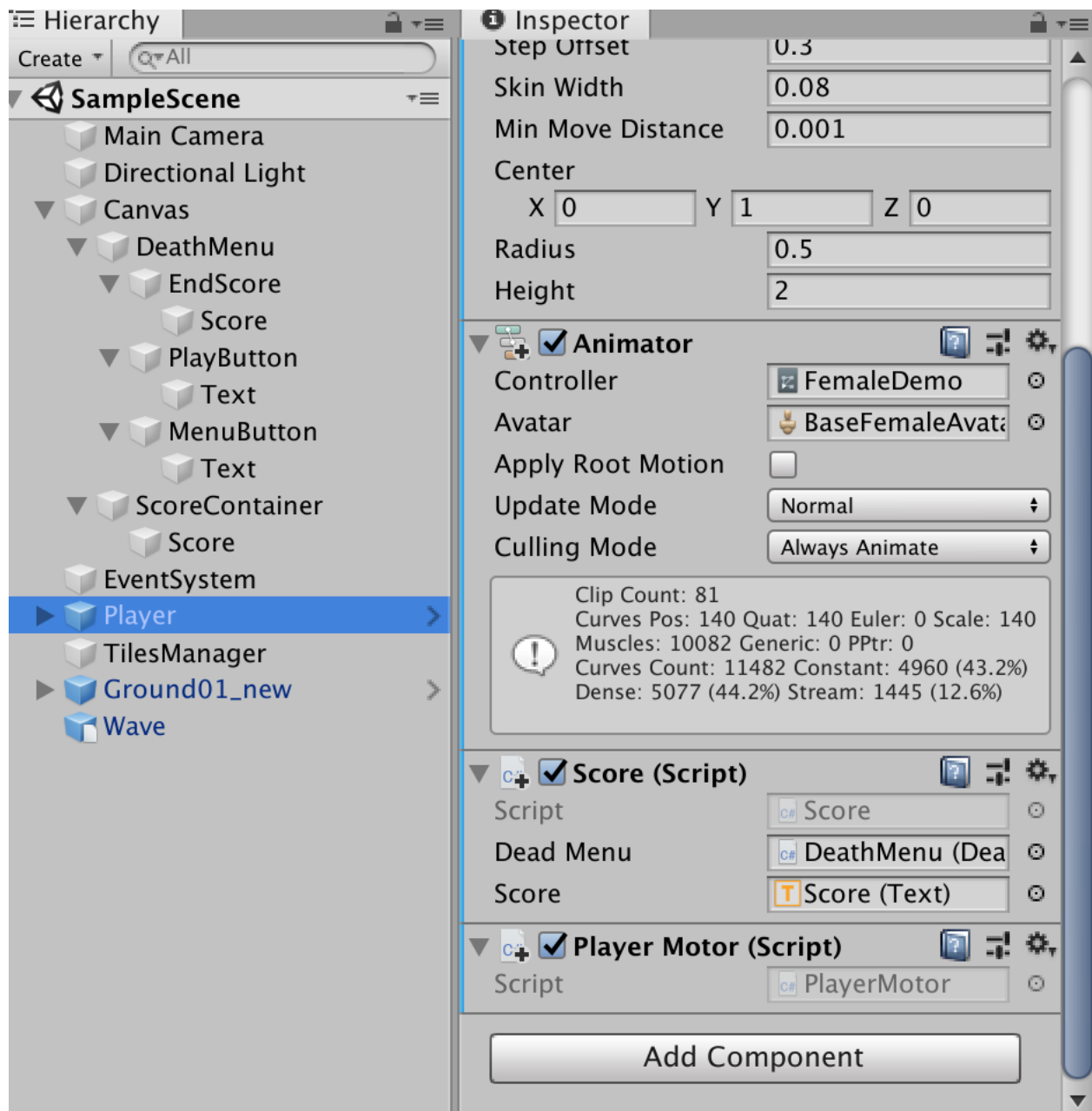
```
Score.cs PlayerMotor.cs TilesManager.cs CameraMotor.cs DeadMenu.cs
DeadMenu ▶ Start()
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class DeadMenu : MonoBehaviour
6 {
7     // Start is called before the first frame update
8     void Start()
9     {
10         gameObject.SetActive(false); //deathMenu ban dau khong hien thi
11     }
12
13     // Update is called once per frame
14     void Update()
15     {
16     }
17
18     public void ToggleEndMenu(float score)
19     {
20         gameObject.SetActive(true);
21     }
22 }
23
```

B4. Sửa file Score.cs

Thêm dòng 39 và dòng 43

```
Score.cs PlayerMotor.cs TilesManager.cs CameraMotor.cs DeadMenu.cs
Score ▶ OnDeath()
26 s += Time.deltaTime * difficultLevel; //diem
27 score.text = ((int)s).ToString();
28 }
29 //ham tang level
30 void TangLevel()
31 {
32     if (difficultLevel == maxDifficultLevel) //tang het level thi khon
33         return;
34     scoreToNextLevel = scoreToNextLevel * 2; //nhan doi diem
35     difficultLevel++; //do kho tang len 1
36     GetComponent<PlayerMotor>().SetSpeed(difficultLevel); //goi ham Se
37 }
38 private bool isDead = false; //khong chet
39 public DeadMenu deadMenu; //khai bao deadMenu trong scotr
40 public void OnDeath() //khi character chet
41 {
42     isDead = true;
43     deadMenu.ToggleEndMenu(s); //trieu gọi menu khi nhan vat chet
44 }
45 }
46
```

B5- Click vào Player trong cửa sổ Hierarchy



Liên kết Dead Menu trong Score script với DeathMenu trong Hierachy (~tương tự như findByID)

B6- Chạy chương trình, khi va chạm sẽ hiển thị menu