

# Workshop Unity UI

The goal of this workshop is to create a Who Want To Be a Millionaire, to have context in which to use all the different UI systems in unity.

Firstly all UI is displayed in a canvas. Create a canvas and add anything that can display text. Then create 4 buttons.

Now that you have the set up you may create script to make the questionnaire work

Hint1: buttons can activate public functions if you give the game object that holds the script.

Hint2: you can create a class or struct to hold; question, options and answer.

Hint3: having everything modifiable in the editor is a big advantage, you can use lists and make classes that are visible in the editor.

Now display a “correct” image or “incorrect” image so that the player knows whether the answer was right or not.

Then create an end screen with a button that lets you go to a new scene.

This new screen is going to be your main menu.

Now That you have a functioning video game, create bonuses and use; toggle, slider, scroll bar, dropdown and input field.

These are just examples of how to implement them but I encourage you to have fun with it.

You can create an option menu with a toggle that can switch the language of the game.

You can use a dropdown menu to select different options for your game.

You can use an input field in certain questions.

And you can use the scroll bar to look through the options in the options menu.

You can also play around with TextMeshPro text boxes, button coloration, fonts, button highlights/transitions.

Once you have done that you can try it out in 3D.