

Extra Features

Mitten's Escape Mission

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Video Cut Scenes

We wanted to include the game backstory in an animated cutscene that is skippable.

- This scene would be the starting point of the game (build from here)
- After the scene is over the player has the option to:
 - Read the instructions
 - Start the level
 - Load a save
 - Watch the credits

Steps

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- Create a new scene
- Add a UI Video Player
- Drag the desired video clip into the video clip field (in the inspector)
- Create a render texture
 - Set the size of the render texture based on the aspect ratio of the video
 - Our video was 1080p so we used 1920 x 1080
- Add a Raw Image UI object
- Set the raw image texture as the render texture we just created
 - The colour of the raw image will affect the colour of the video
- Also set the target texture of the Video Player as the render texture