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**ROLL NO:24**

**BATCH : B2**

**COURSE: AR/VR PRACTICAL**

**Assginment No. 6**

Assingment Title : Develop a simple UI(User interface ) menu with images, canvas, sprites and button. Write a C# program to interact with UI menu through VR trigger button such that on each successful trigger interaction display a score on scene.

# Setup Unity Project:

Open Unity and create a new 3D project.

Name your project appropriately and select a location to save it.

# Import VR Package (if necessary):

If you haven't already, import the VR package into your Unity project.

You can do this by going to Window > Package Manager, searching for the VR package (e.g., Oculus Integration, SteamVR), and clicking Install.

# Create Canvas:

Right-click in the Hierarchy panel and select UI > Canvas.

This will create a canvas GameObject in your scene, which serves as the root for all UI elements.

# Add Images and Buttons to Canvas:

Right-click on the Canvas GameObject in the Hierarchy panel. Select UI > Image to create an image element.

Repeat the process to create additional images for your UI menu. To add buttons, select UI > Button.

Position and resize the images and buttons as desired on the Canvas.

# Import and Assign Sprites:

Import the images/sprites you want to use for your UI elements into your Unity project.

Drag and drop these images from the Assets panel onto the Image components you created in step 4.

This will assign the sprites to the UI elements.

# Write C# Script:

Create a new C# script for interacting with the UI menu through the VR trigger button.

Open the script and implement the logic to detect trigger button input and update the score when the button is triggered.

You may need to use methods like Input.GetButtonDown() to detect trigger button input and update the score accordingly.

# Attach Script to VR Controller:

Attach the C# script you wrote to the VR controller GameObject.

This could be the Hand GameObject associated with the controller if you're using Oculus Integration, for example.

# Display Score on Scene:

Create a text element on the Canvas to display the score.

You can do this by selecting UI > Text from the right-click menu in the Hierarchy panel. Position the text element as desired on the Canvas.

# Update Score with Script:

In the C# script you wrote in step 6, update the text of the score element whenever the trigger button is pressed and the score changes.

You can do this by accessing the Text component of the score element and modifying its text property.

# Test the Scene:

Run the scene in Unity with your VR headset connected.

Use the VR trigger button to interact with the UI menu.

Verify that the score updates on the scene whenever the trigger button is pressed.