Text

Description automatically generatedIcon

Description automatically generatedA picture containing diagram

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Hello Lizzie!

James continued with scripting his UI element management. In our Unity Start() function, we coded whether certain UI elements should be active or inactive. To do this, we used SetActive(true) or SetActive(false). At the start of James’s game, he wants the main menu UI elements to show. Once it has ended, the game over menu should pop up.  
  
James also learned about PlayerPrefs today. This is mainly used to store a player’s settings and preferences even while the game is closed (such as volume, graphics), but in this case we used it to store and access the player’s high score!  
  
James then coded the score’s text to be updated from the GameManager every frame (inside our Update() function) and used the ToString method so that it is correctly displayed.  
  
Well done today James!