

# 13. Main Menu & The End Series

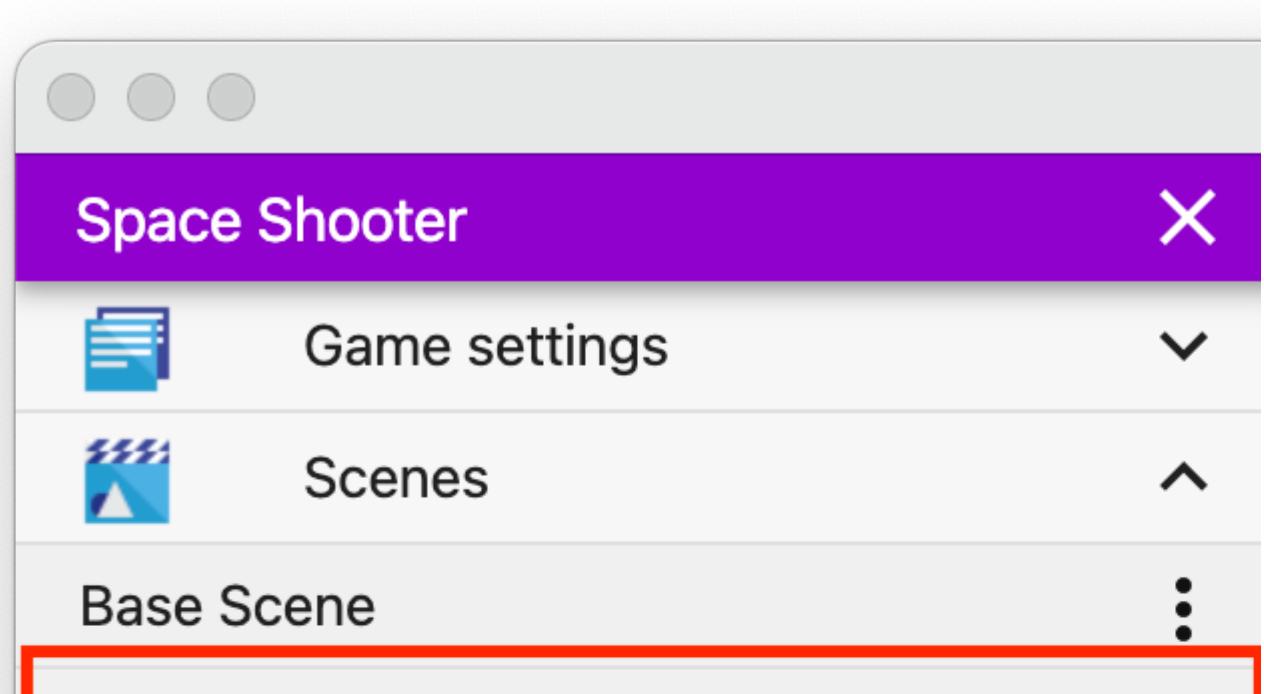
You are reading **Part 13** of the [Space Shooter Tutorial](#).

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2. [Space Shooter, Part 2](#)
3. [Space Shooter, Part 3](#)
4. [Space Shooter, Part 4](#)
5. [Space Shooter, Part 5](#)
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In this chapter, we will learn how to add the main menu and finish the game.

## Preparing the main menu scene

Open the **project manager** from the upper right corner, and create a new scene called **Main Menu**.



## Menu Scene



Click to add a scene +



External events ▼



External layouts ^

Level1 ⋮

Level2 ⋮

Level3 ⋮

Click to add an external layout +

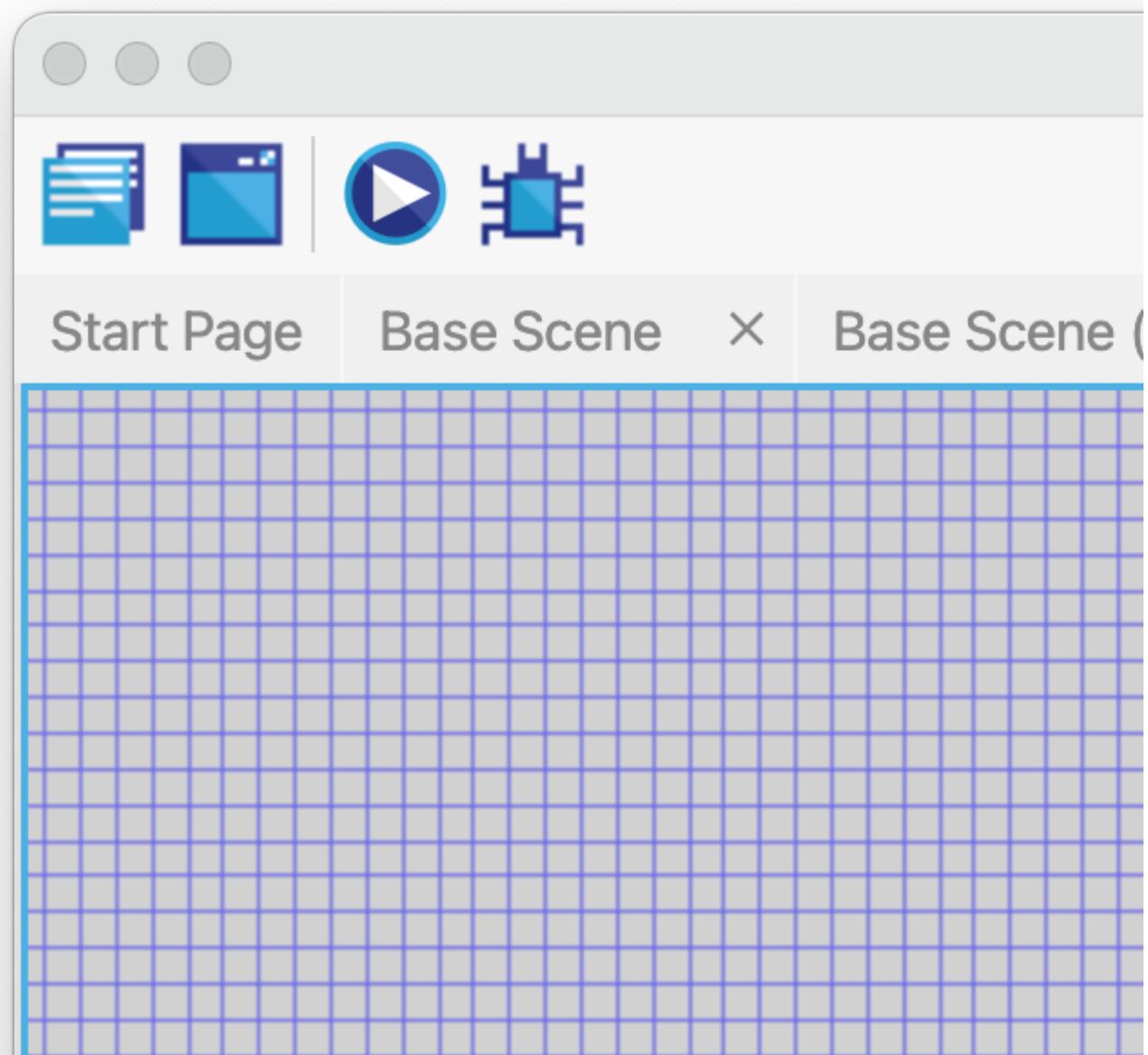


Functions/Behaviors ▼

Search

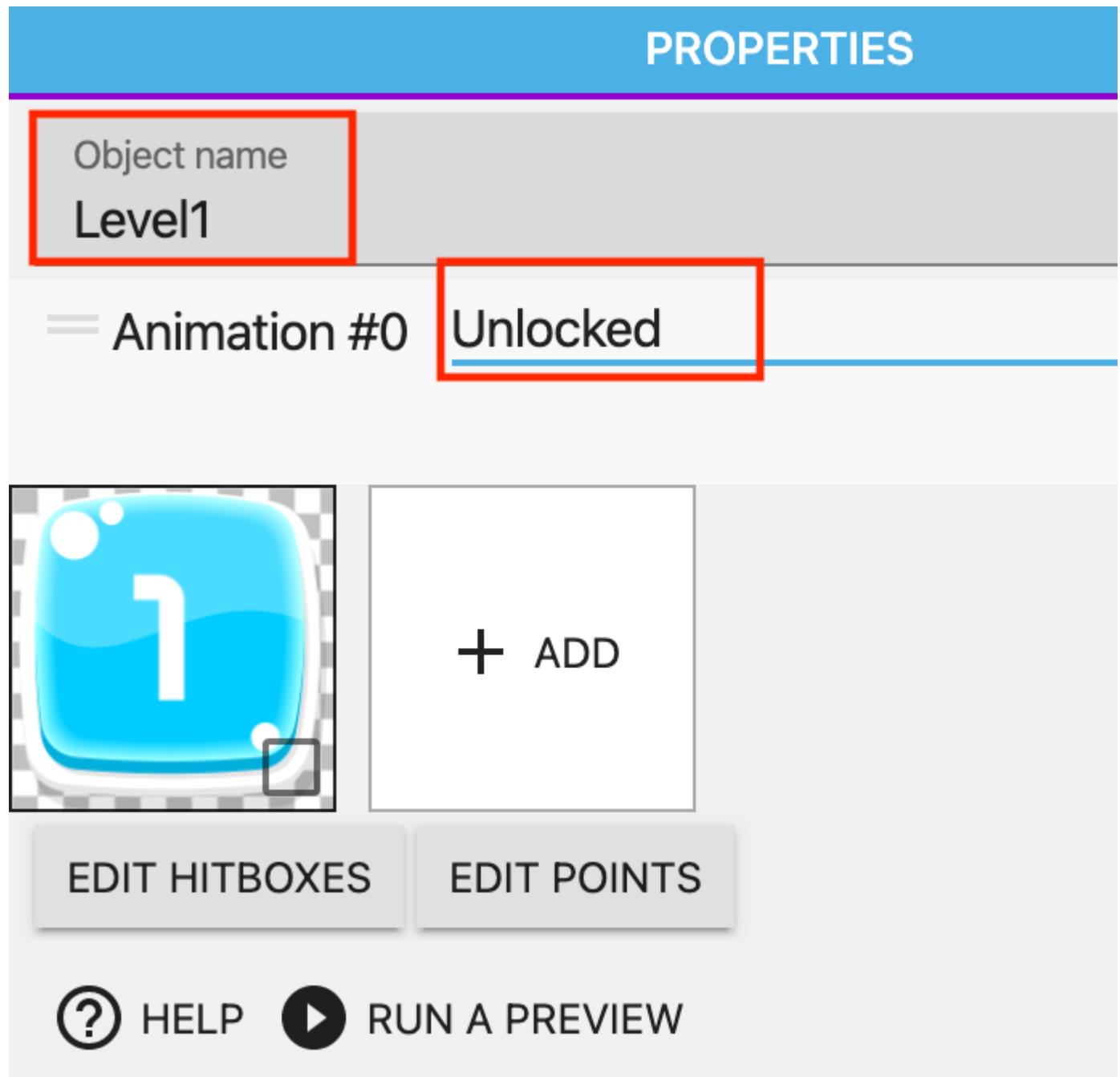


Follow the same steps in **Chapter 1** and **Chapter 12** to **enable grid settings**, then your scene should look like this:



485;410

Create a new object called **Level1** and select the image **button\_level\_1.png** from the assets folder. Set the animation name to “**Unlocked**”.



Add a new object called **Level2** select the image **button\_locked.png** from the assets folder. Set the animation name to “**Locked**”. To create a new animation, select the image **button\_level\_2.png**, and use “**Unlocked**” in the name field.

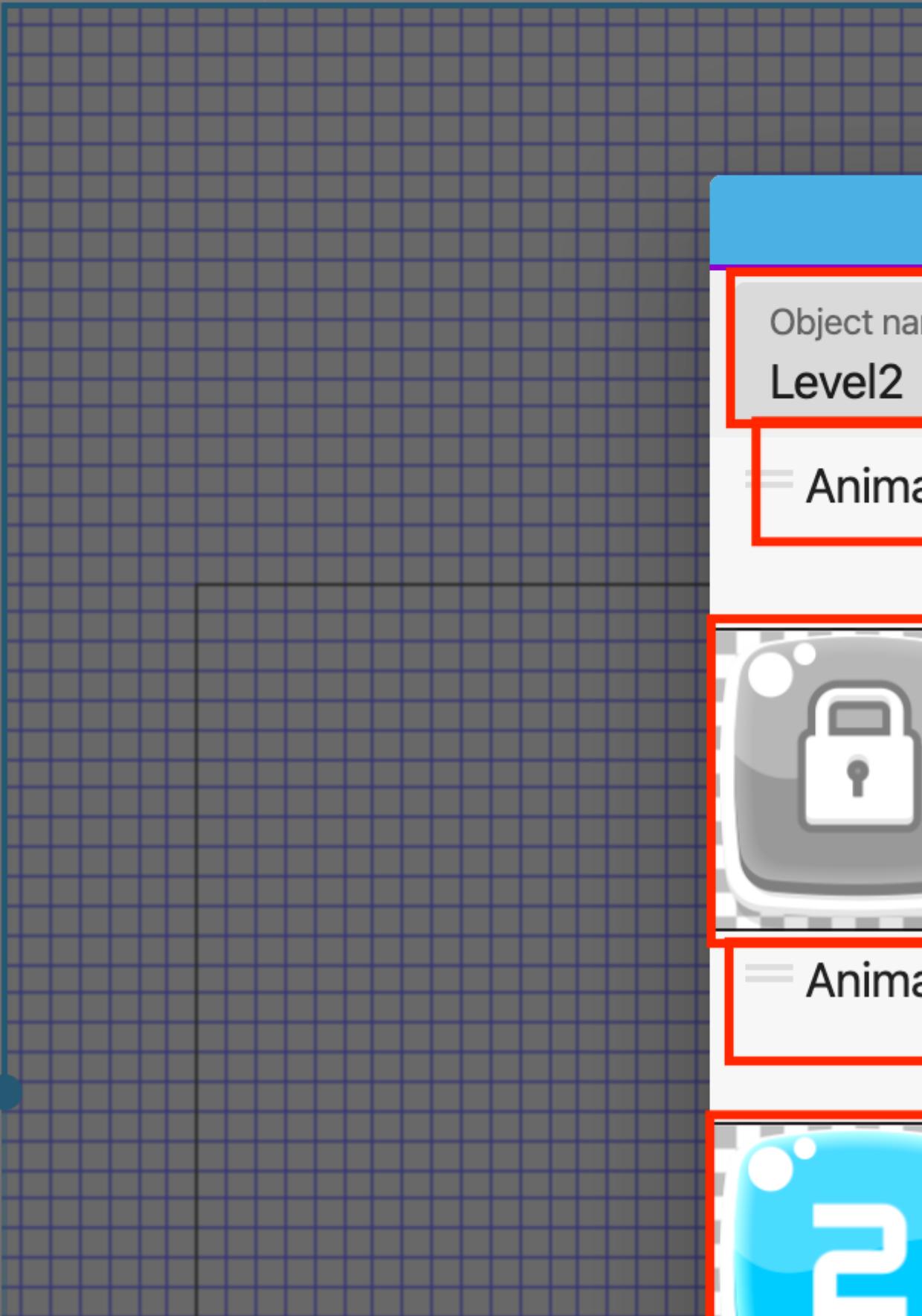


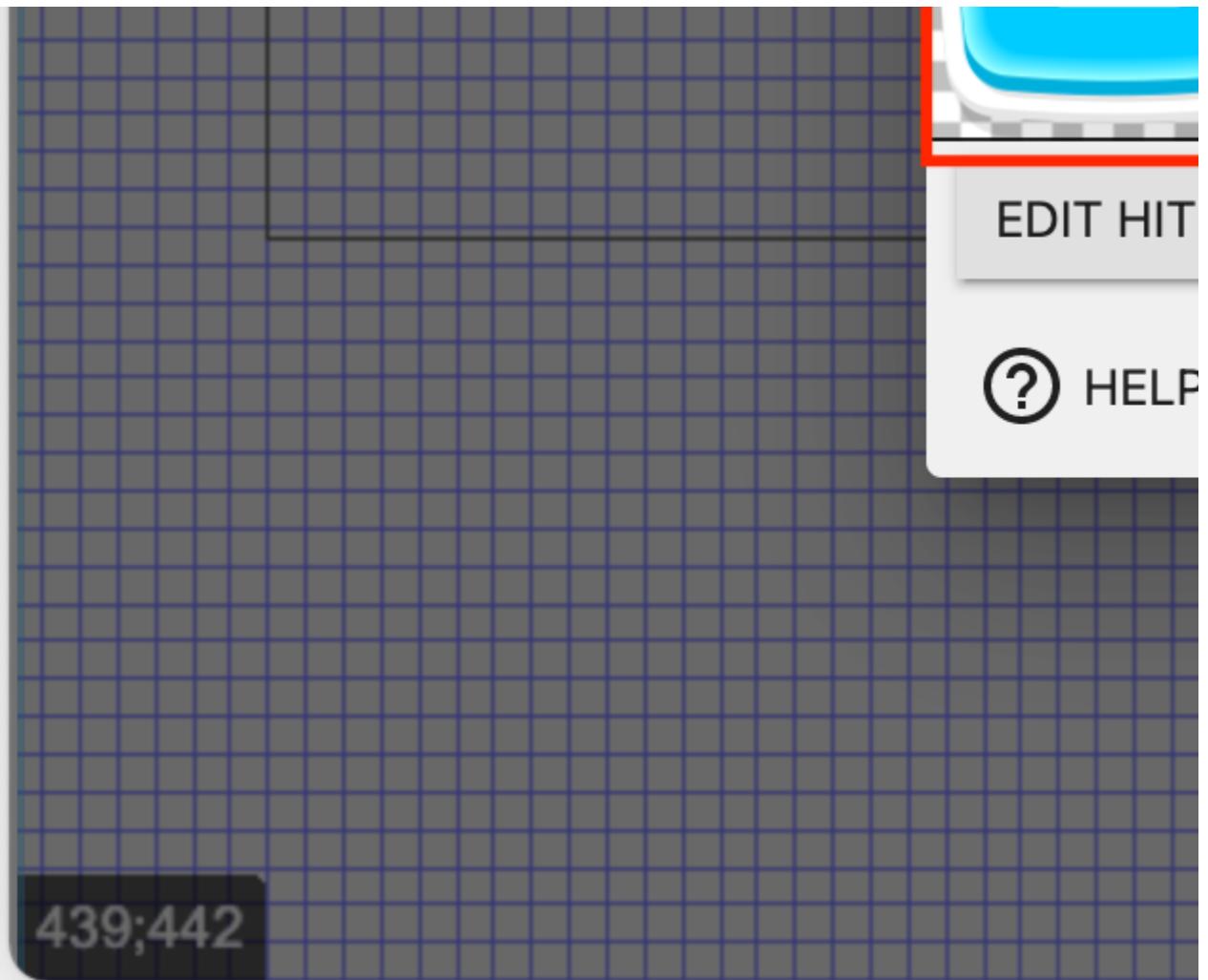
Start Page

Base Scene

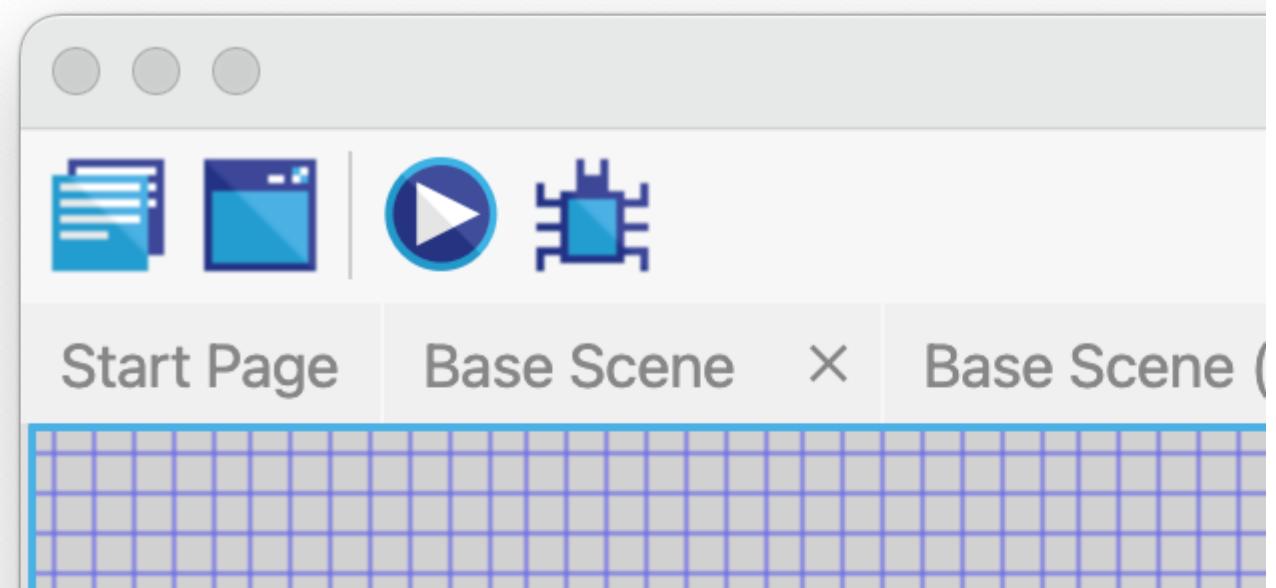


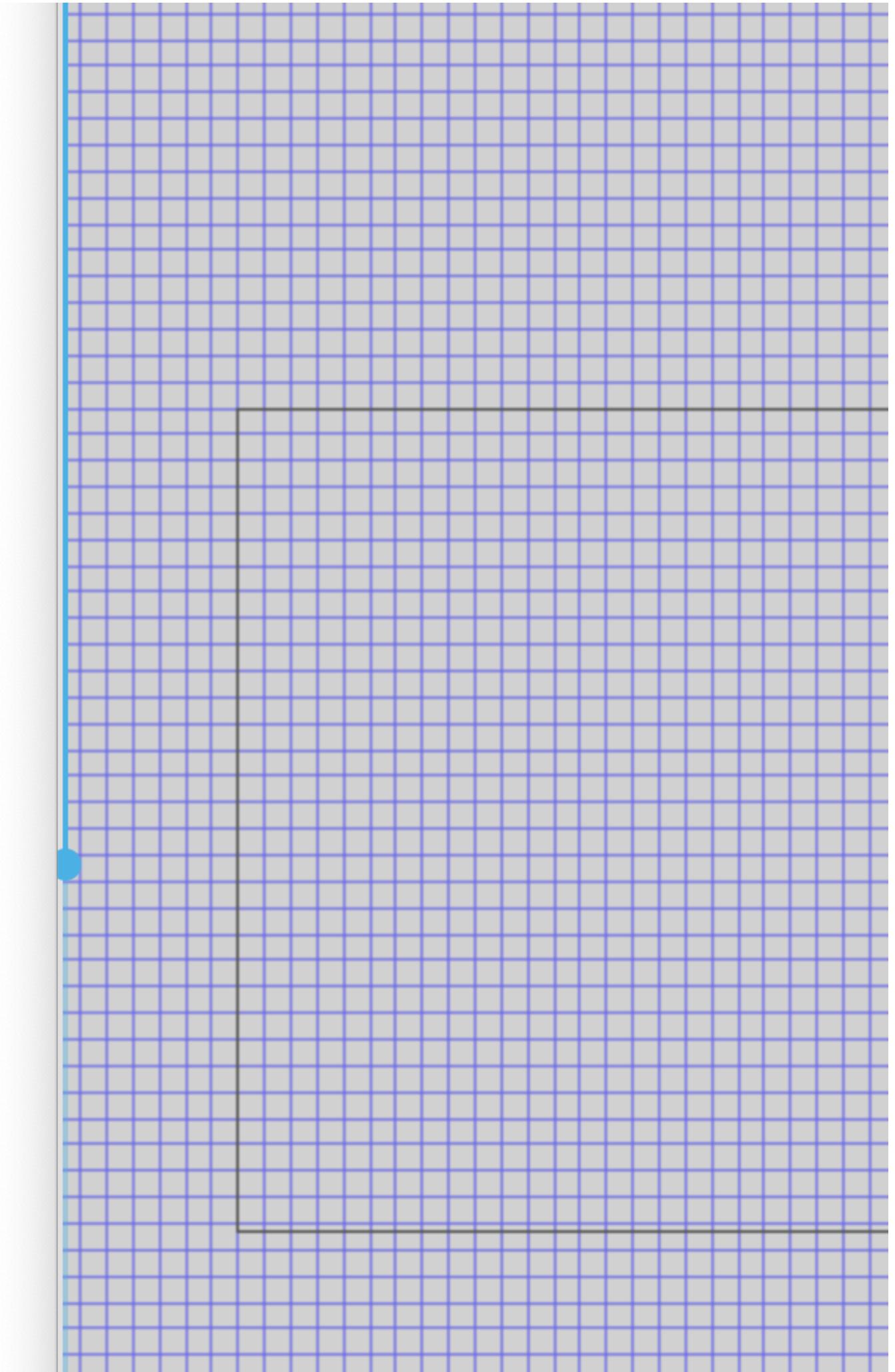
Base Scene (

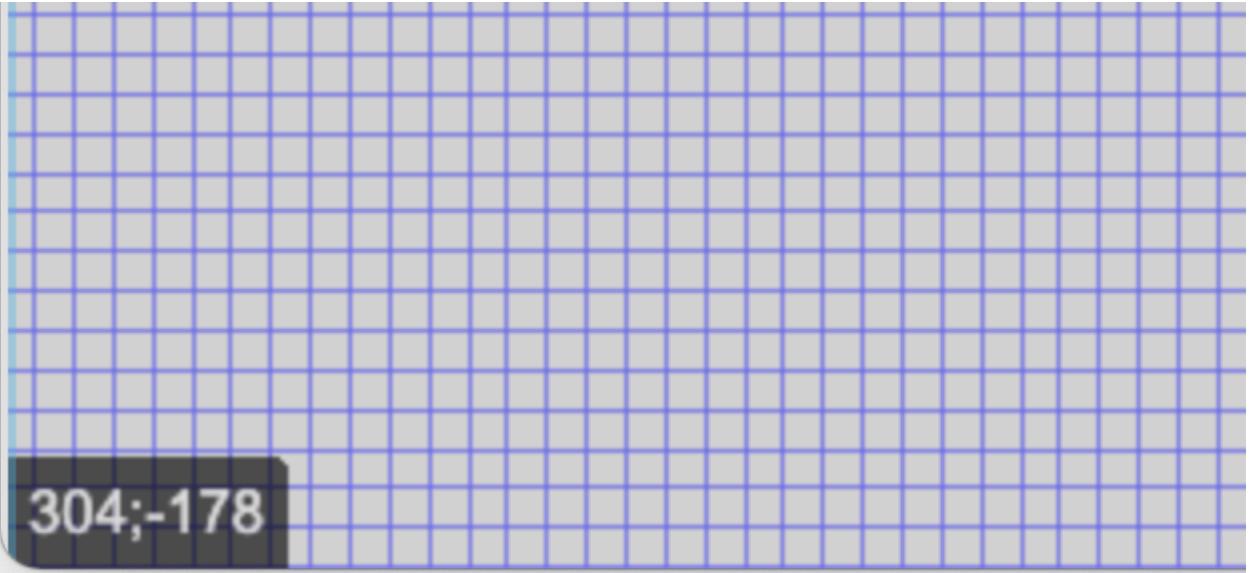




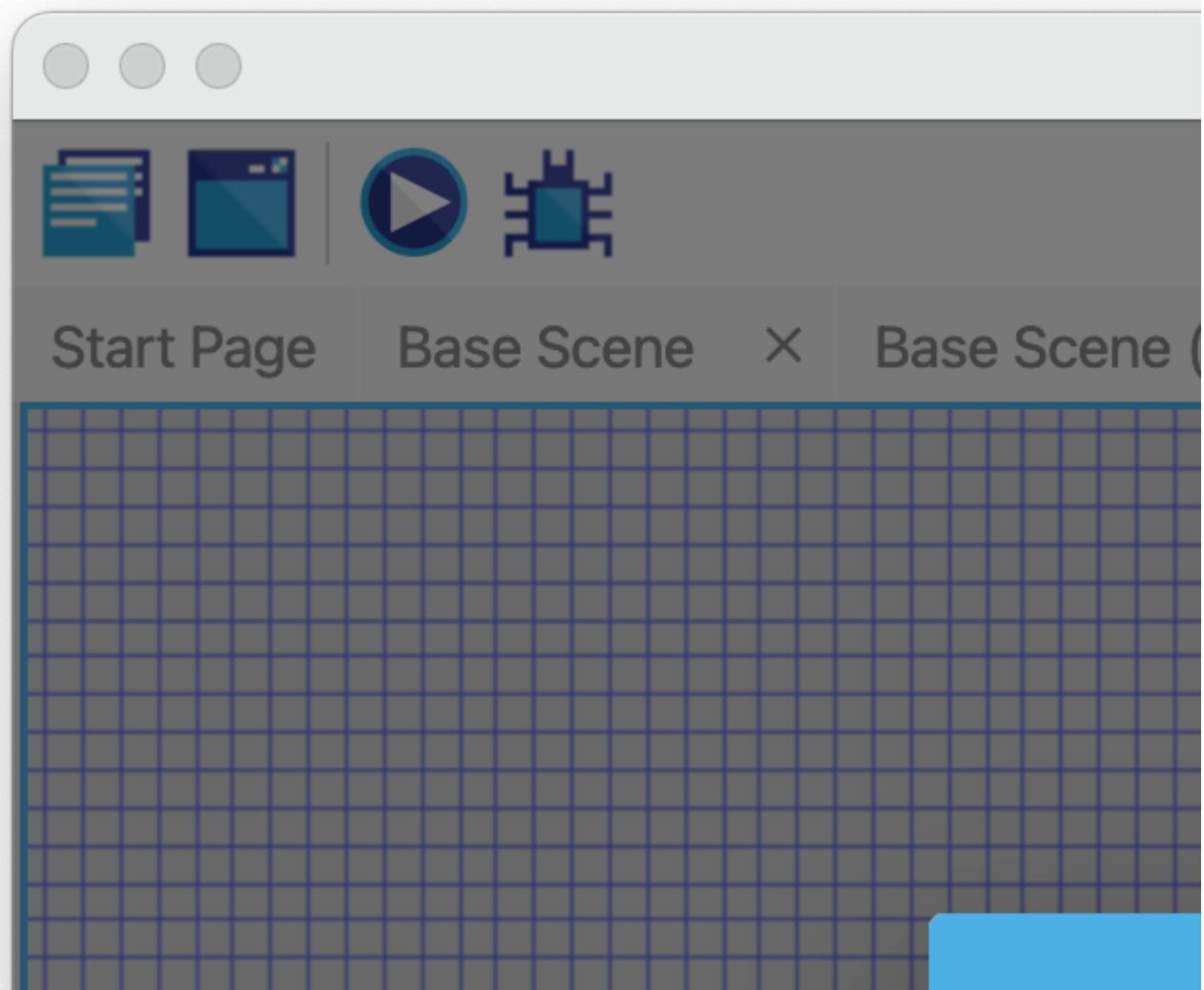
Repeat the last process to add **Level3**. Then, copy the **Background** object from **Base Scene**, as we did in **chapter 11 to create explosion effects**. In the end, your objects should look like this:







Then, create a new object called **Gamename** to show the game's name in the scene view. Fill the text with “**Space Shooter**”, set the font **Kenney Future Narrow**, and change the size **100**.



Object name  
Gameend

Size: 100

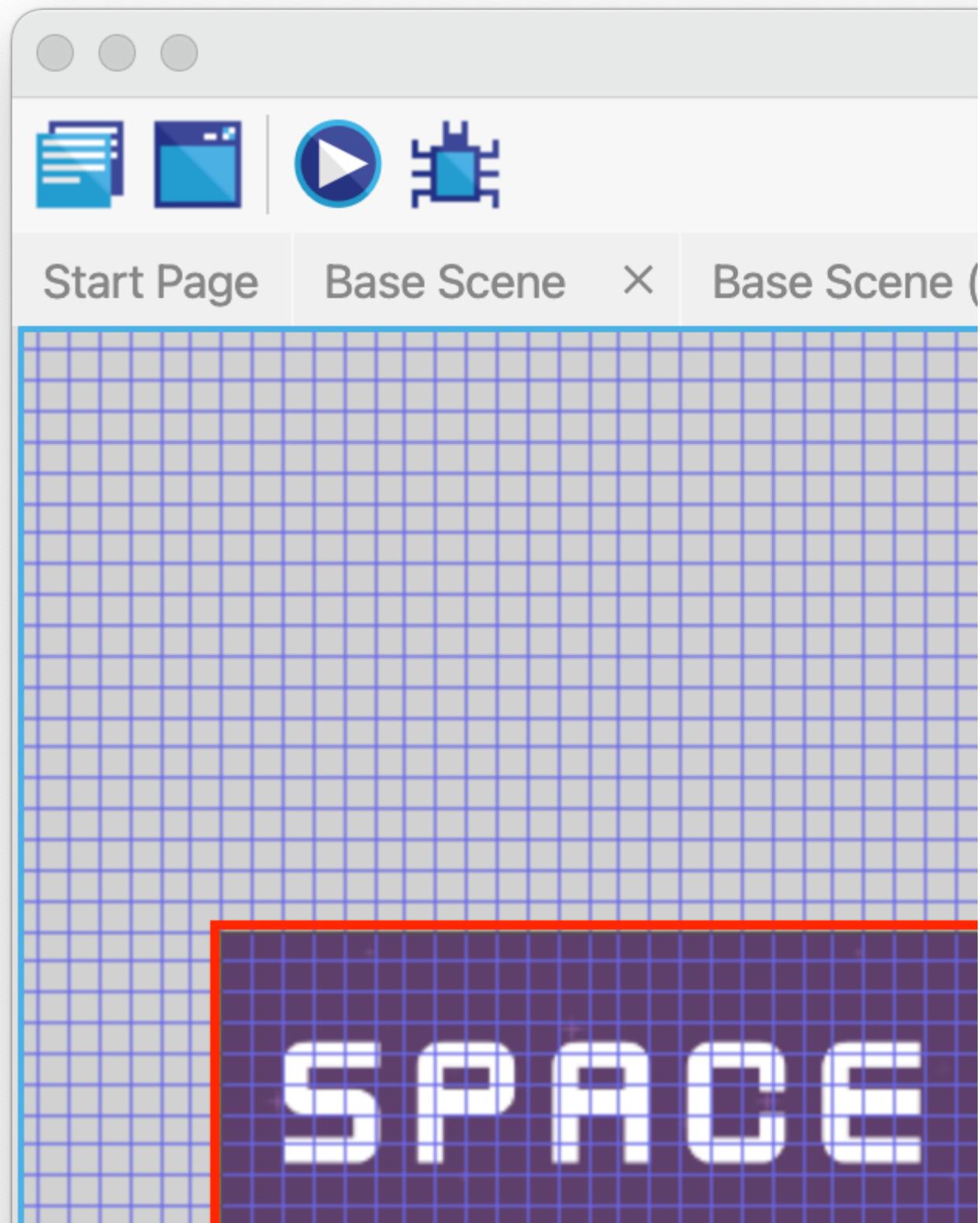
Initial text  
Space S

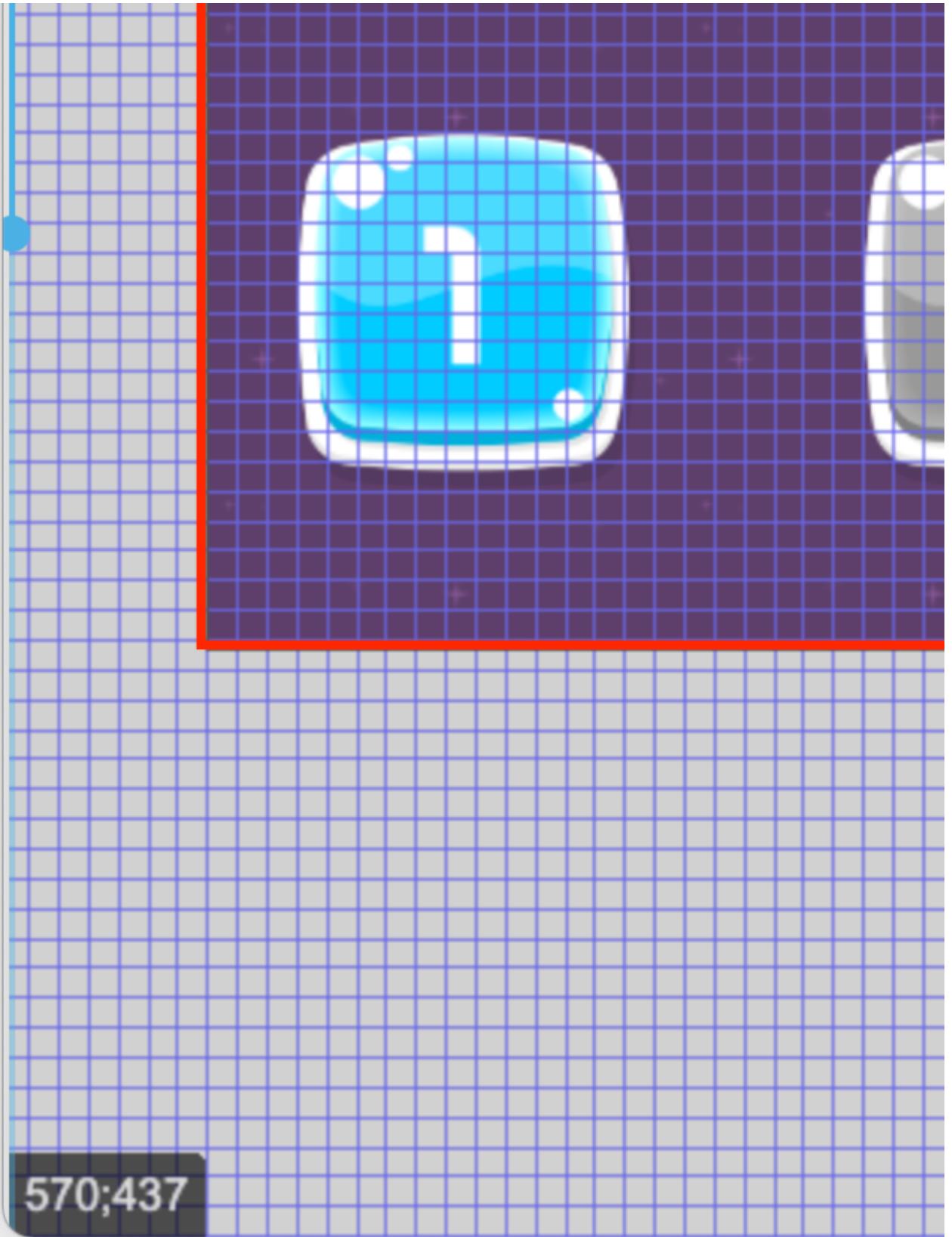
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HELP

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Drag and drop the objects to the scene view, and prepare your scene view.





Then, create an object group for level objects called **Levels**.



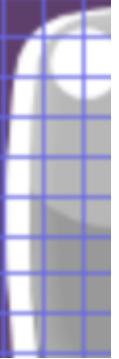
Start Page

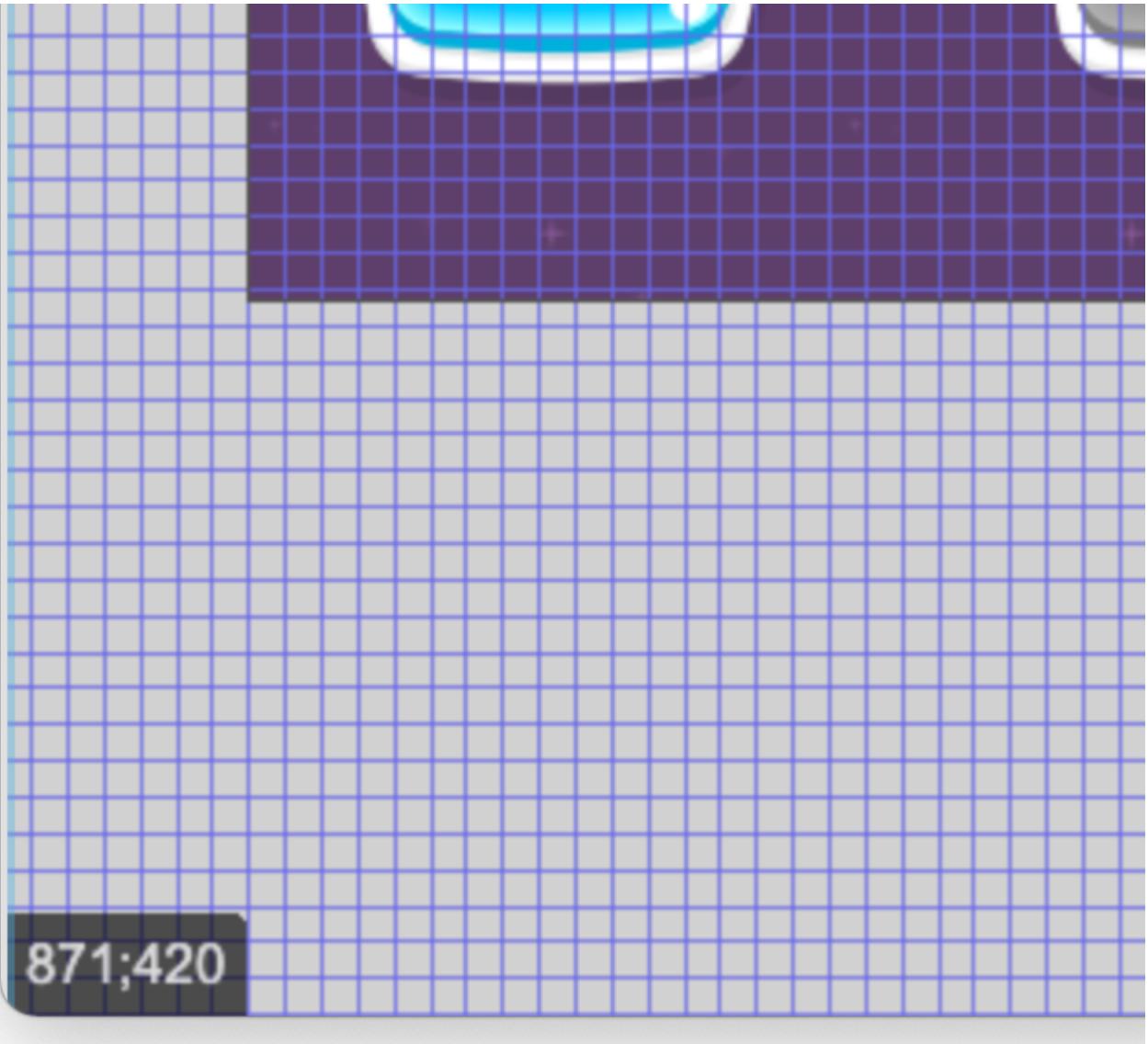
Menu Scene

X

Menu Scene

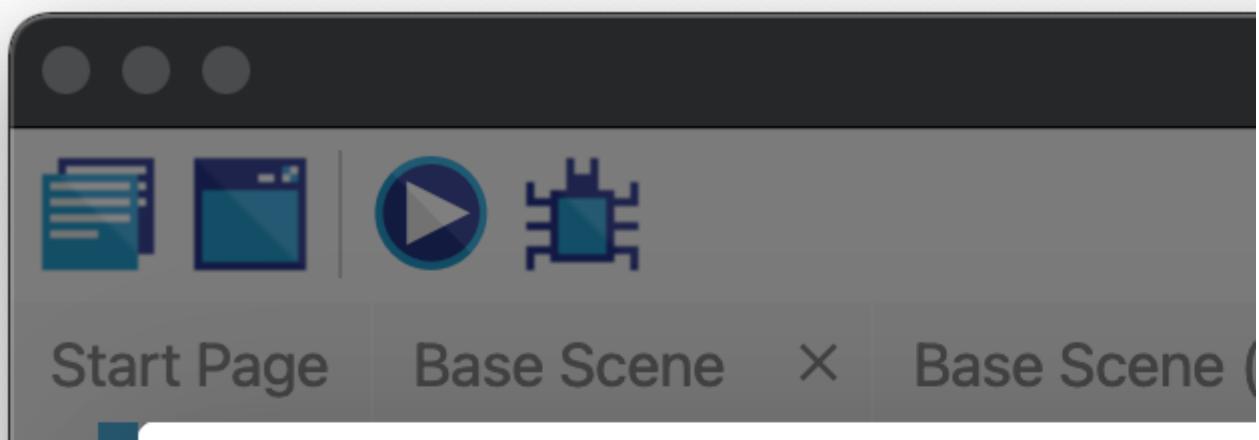
SPACE





## Connecting the main menu to the levels

Open the events tab, and add a new event to check if the left button of the mouse has been pressed or not. We will use this to select level buttons.



## mouse

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### NON-OBJECTS AND OTHER CONDITIONS



The mouse wheel is scrolling down  
Mouse and touch



The mouse wheel is scrolling up  
Mouse and touch



Mouse button released  
Mouse and touch



A touch has ended  
Mouse and touch/Multitouch



A new touch has started  
Mouse and touch/Multitouch



Mouse button pressed or touch held  
Mouse and touch



Cursor X position  
Mouse and touch



Cursor Y position  
Mouse and touch



Touch X position  
Mouse and touch/Multitouch

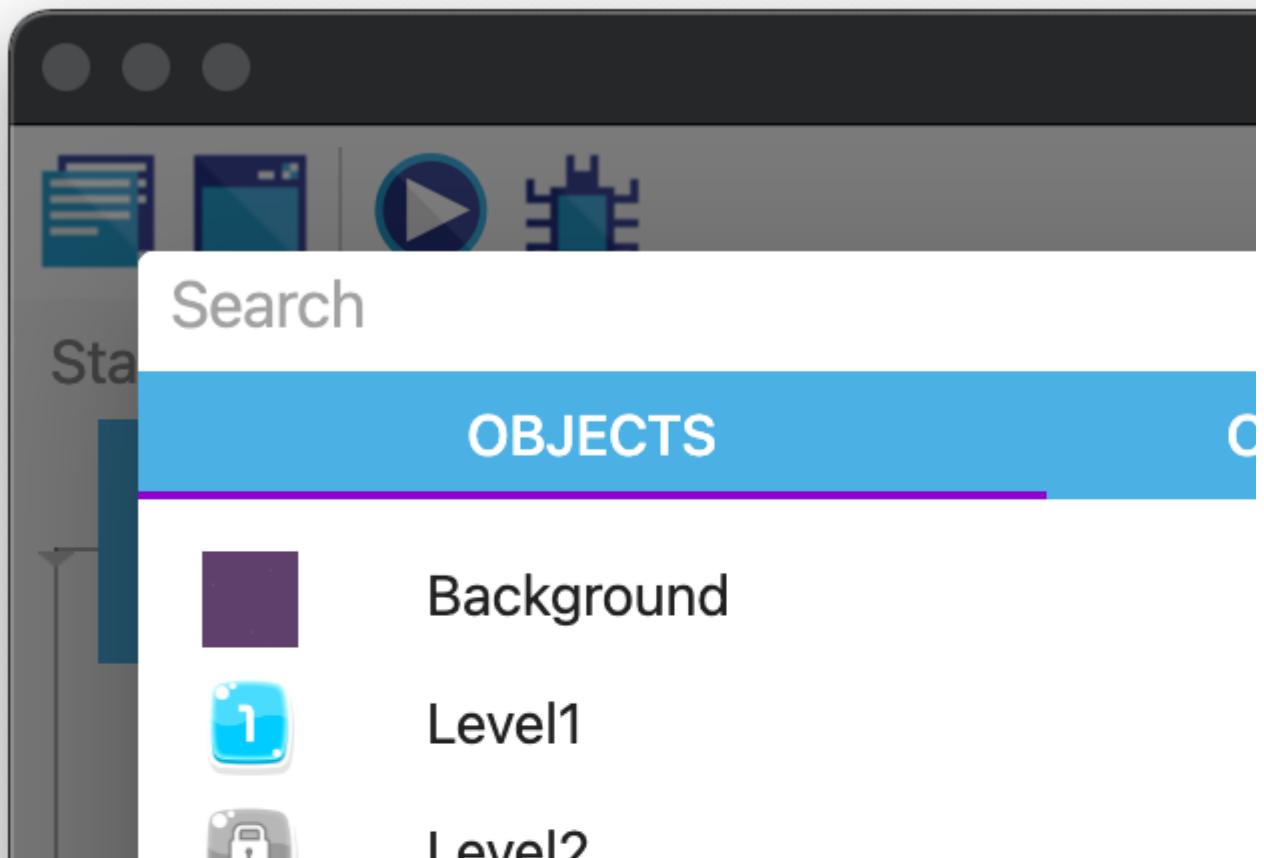


Touch Y position  
Mouse and touch/Multitouch



HELP FOR THIS CONDITION

Add a new condition under the previous one to detect if the levels are unlocked or not. Select **Levels** object group, choose **Current animation name** option and enter **Unlocked** in the name field. Hence, we are preventing any problems regarding playing locked levels.





Level3



Level3



Gamename

#### OBJECT GROUPS

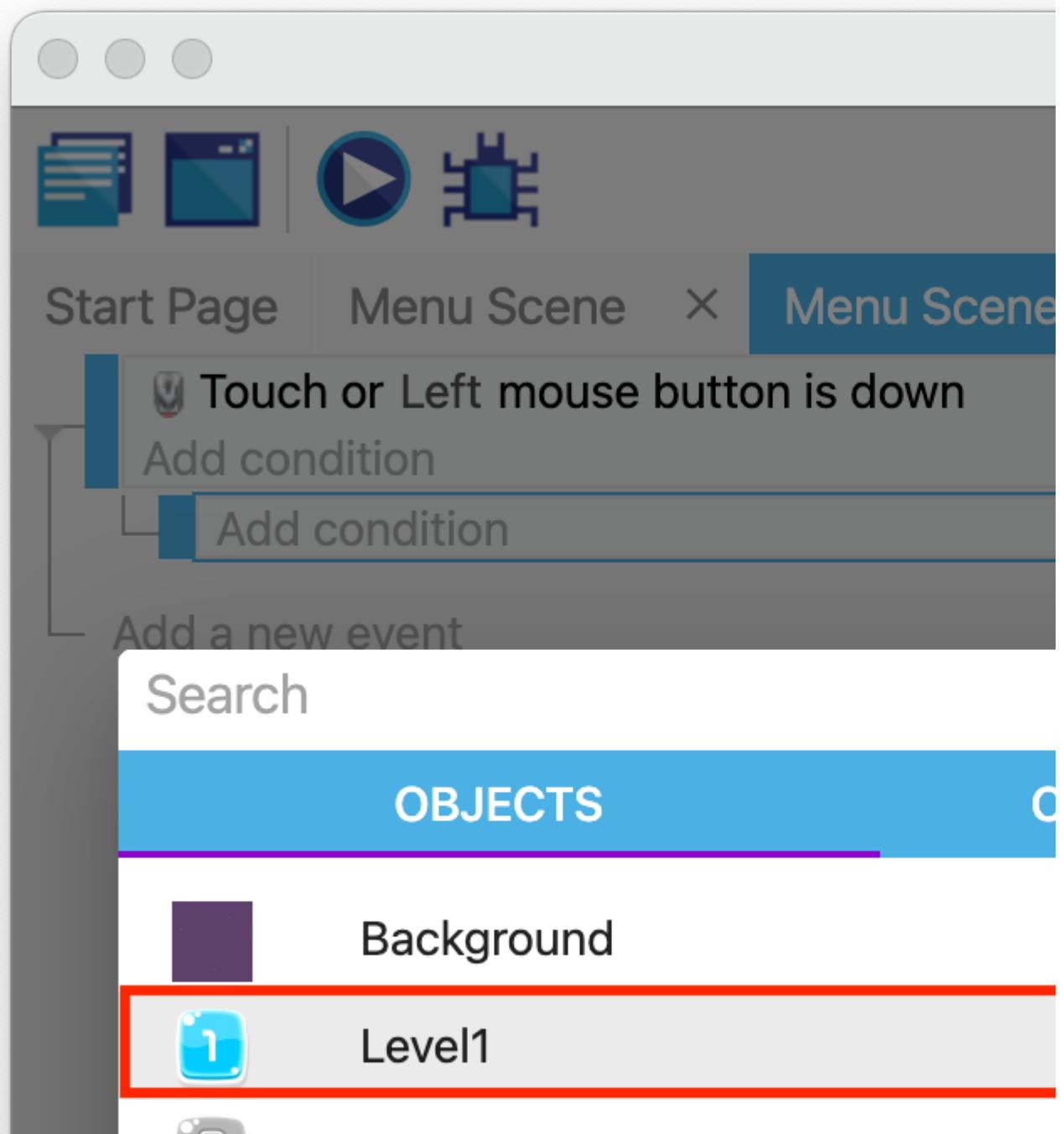


Levels



HELP FOR THIS CONDITION

Then, add a sub-event. Choose **Level1**, and select **The cursor/touch is on the object** option.





Level2



Level3

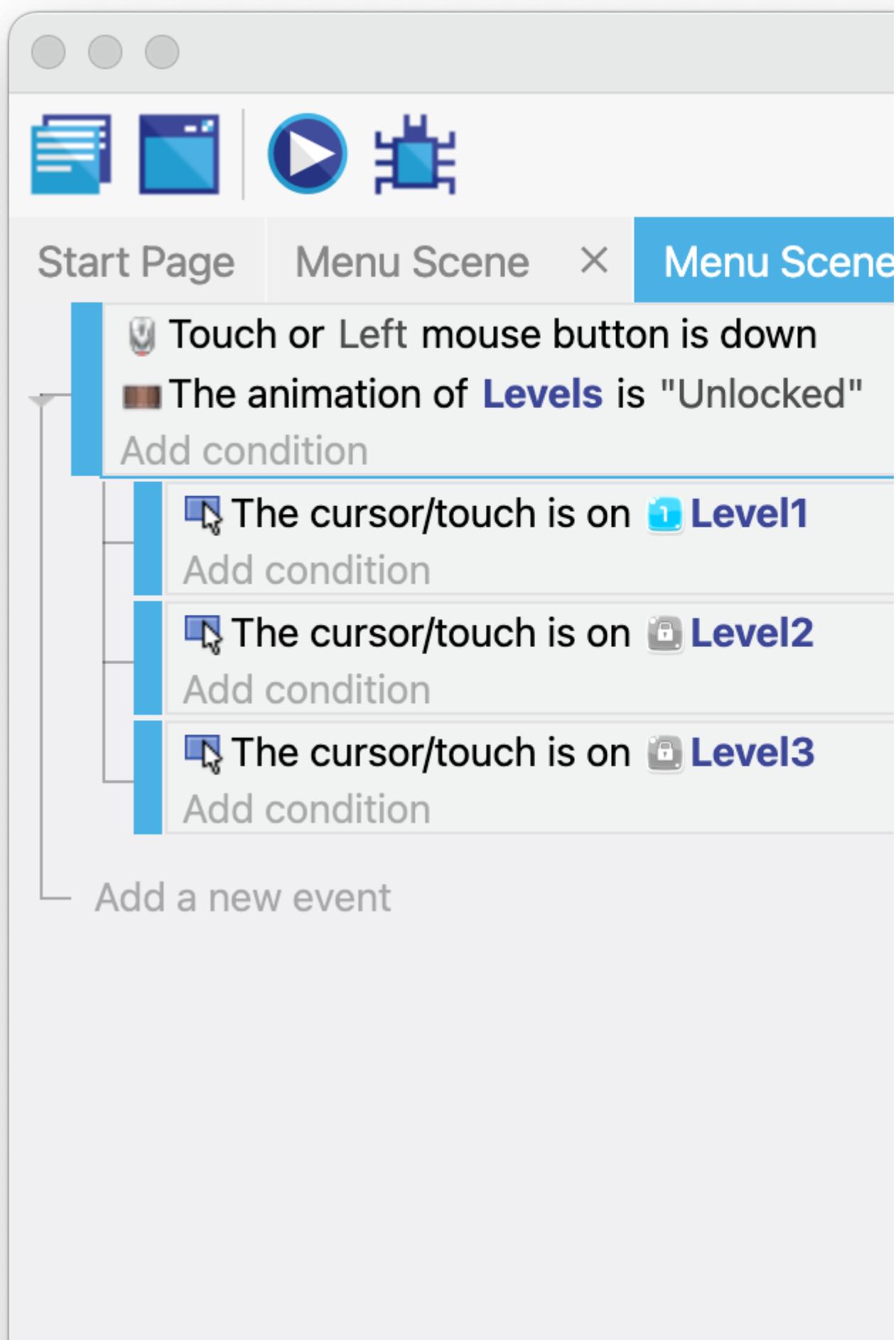


Gamename

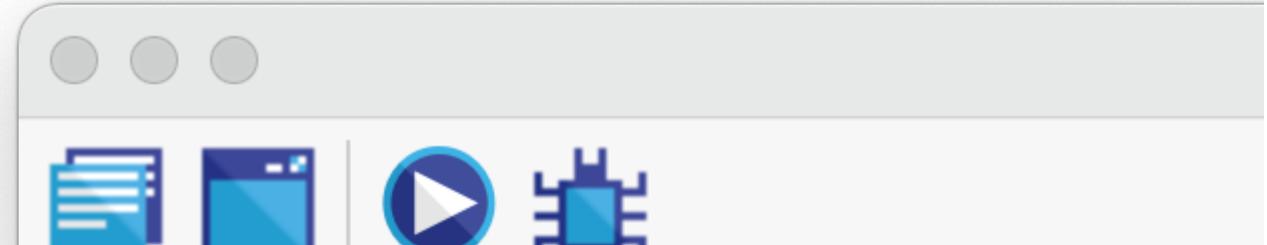


HELP FOR THIS CONDITION

Follow the same procedure to check all buttons.



Create a new **global variable** called “**LevelSelection**” and set its initial value to **1**. Then, change this variable to open the specific level (e.g., change it to **2** to **load Level 2**). Then add an action to run **Base Scene**. In the end, your events should look like this:



Start Page

Menu Scene

Menu Scene

Touch or Left mouse button is down

The animation of **Levels** is "Unlocked"

Add condition

The cursor/touch is on  **Level1**

Add condition

The cursor/touch is on  **Level2**

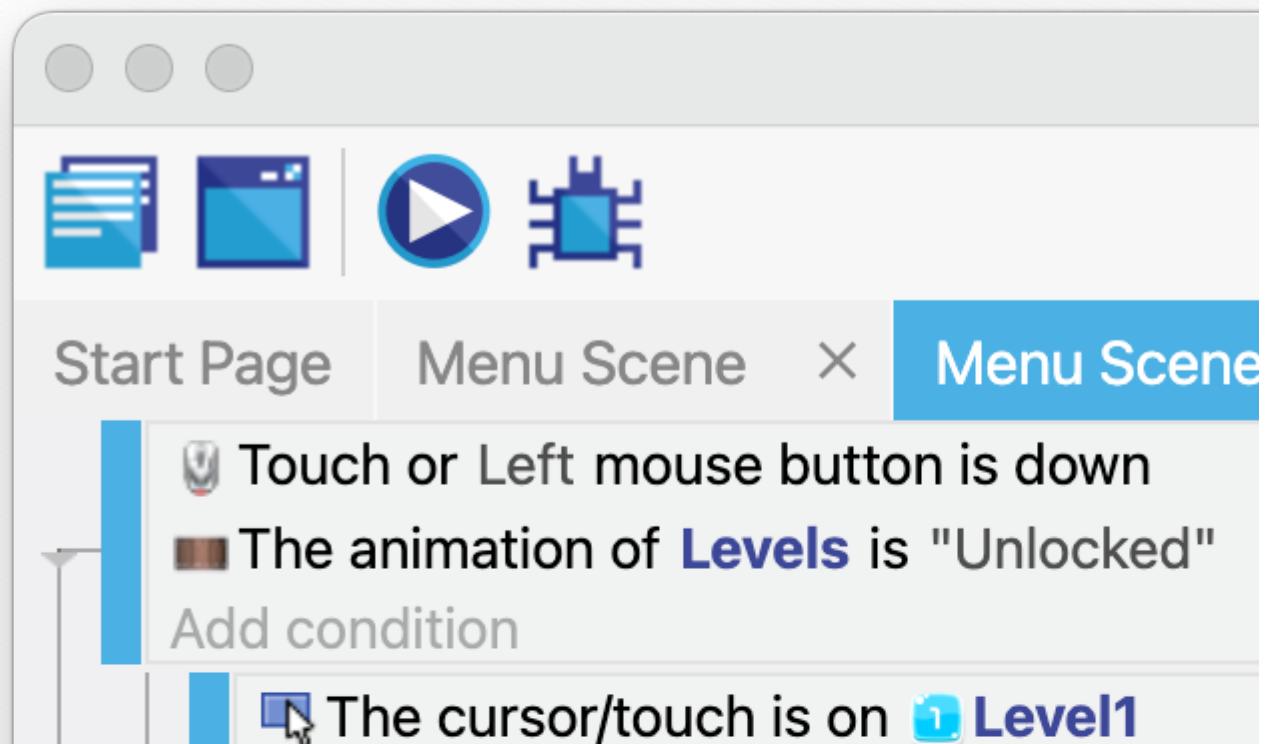
Add condition

The cursor/touch is on  **Level3**

Add condition

Add a new event

We will add a new event to check if the **CurrentLevel** is **greater than or equal to** **2**. If this is the case, then we can set the animation of **Level2** to **Unlocked**.



Add condition

The cursor/touch is on  **Level2**

Add condition

The cursor/touch is on  **Level3**

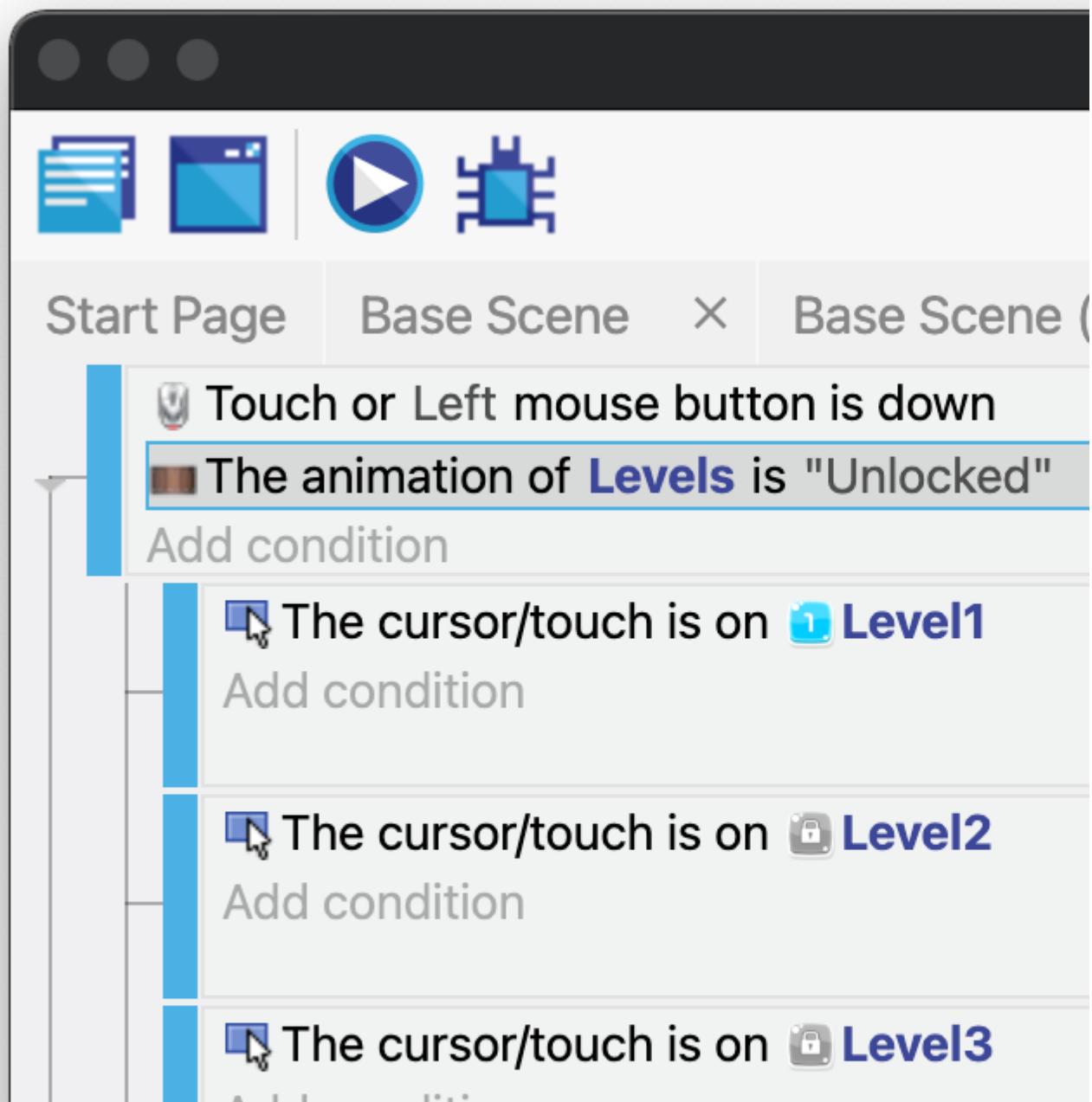
Add condition

 The global variable  **CurrentLevel**  $\geq 2$

Add condition

Add a new event

In the end, your events should look this:



Add condition

Var The global variable `{CurrentLevel}`  $\geq 2$

Add condition

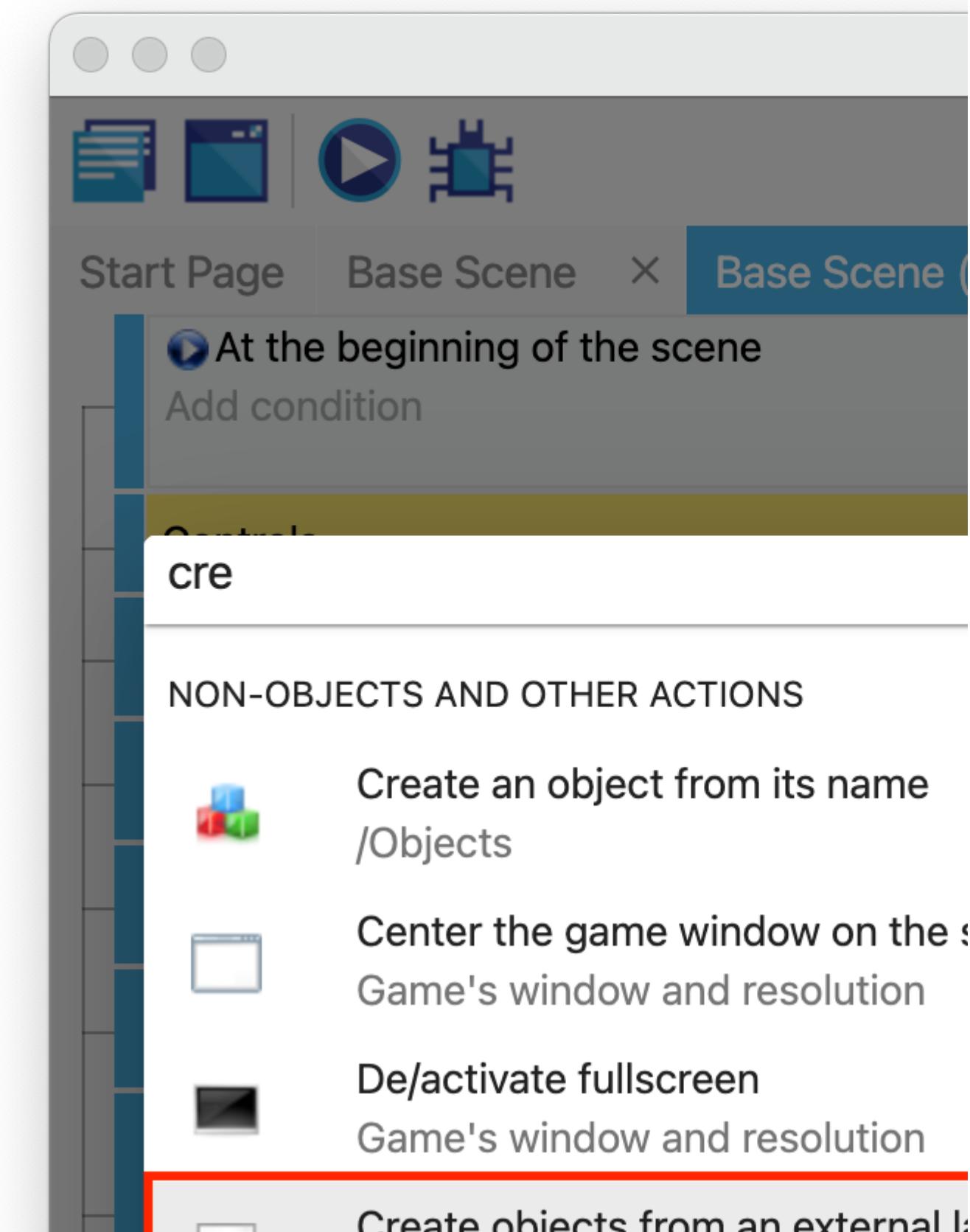
Var The global variable `{CurrentLevel}`  $\geq 3$

Add condition

Add a new event

## Finishing the game

Open the events of **Base Scene** and find the event to create objects from external layouts.



## External layouts



Allow full-screening

Advanced window management/



Create a directory

Filesystem/Windows, Linux, Mac



Take screenshot

Screenshot



HELP FOR THIS ACTION

Add condition

Player



Player is in collision with Enemies

Add condition

Change the name of the external layout to “**Level**” +  
**GlobalVariableString(LevelSelection)**.



Search

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## OBJECTS

Network

Game's window and resolution

Functions

External layouts



Create objects from an external file

Inventories

Linked objects

Shopify

AdMob

Advanced window management

Debugger Tools

Sensors

Vibration

Dialogue Tree (experimental)

Dialogue tree (experimental)

Facebook Instant Games

Filesystem

P2P (experimental)

Physics Engine 2.0

Screenshot

?(?) HELP FOR THIS ACTION

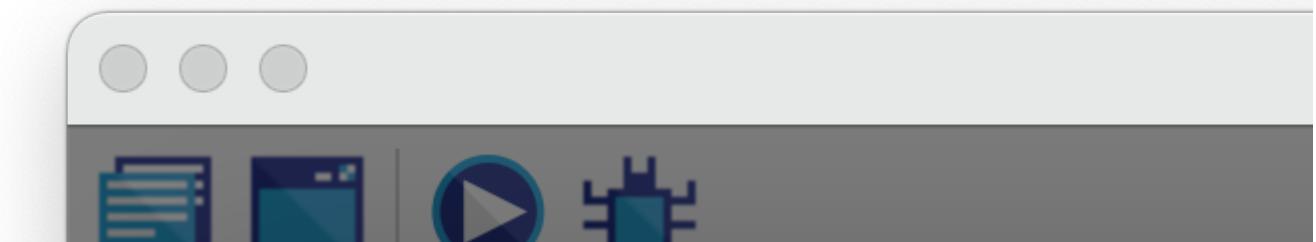
Add condition

In the end, your event should look like this:

At the beginning of the scene

Add condition

As a final step, find the event about detecting the collision between the **Player** and the **FinishLine**. Then, add an action to change the scene to **Main Menu Scene**.



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Search

Network

## OBJECTS

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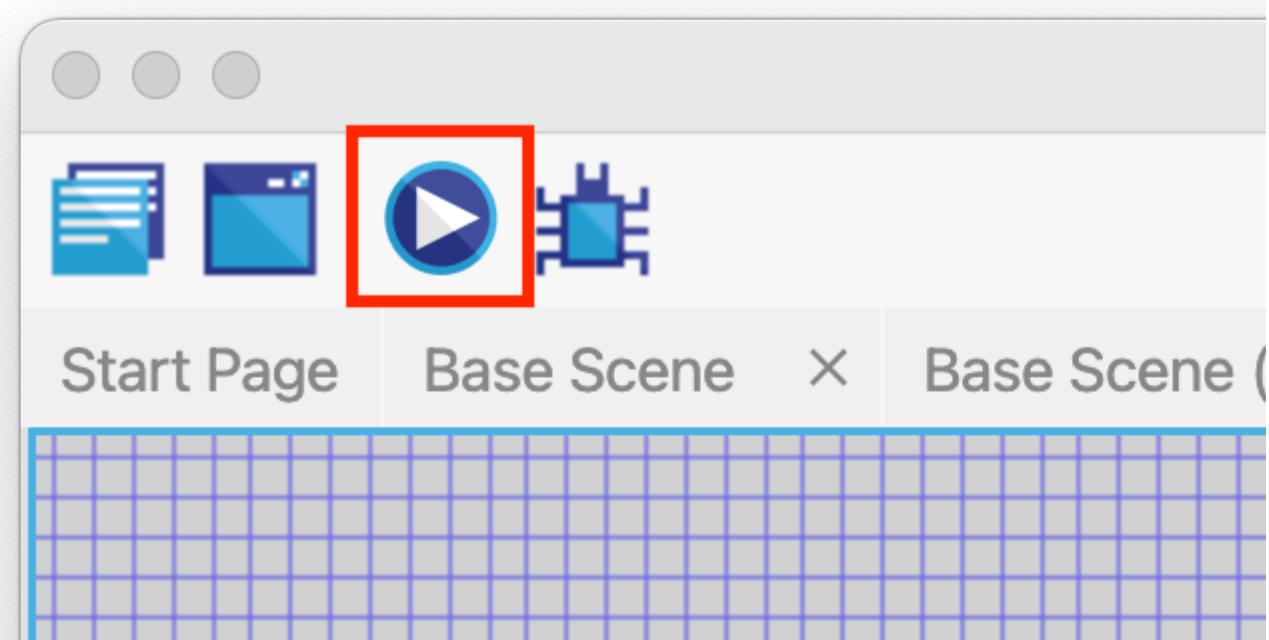
Screenshot

② HELP FOR THIS ACTION

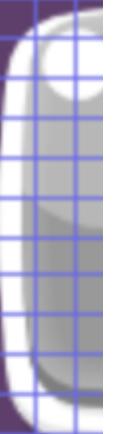
Add condition

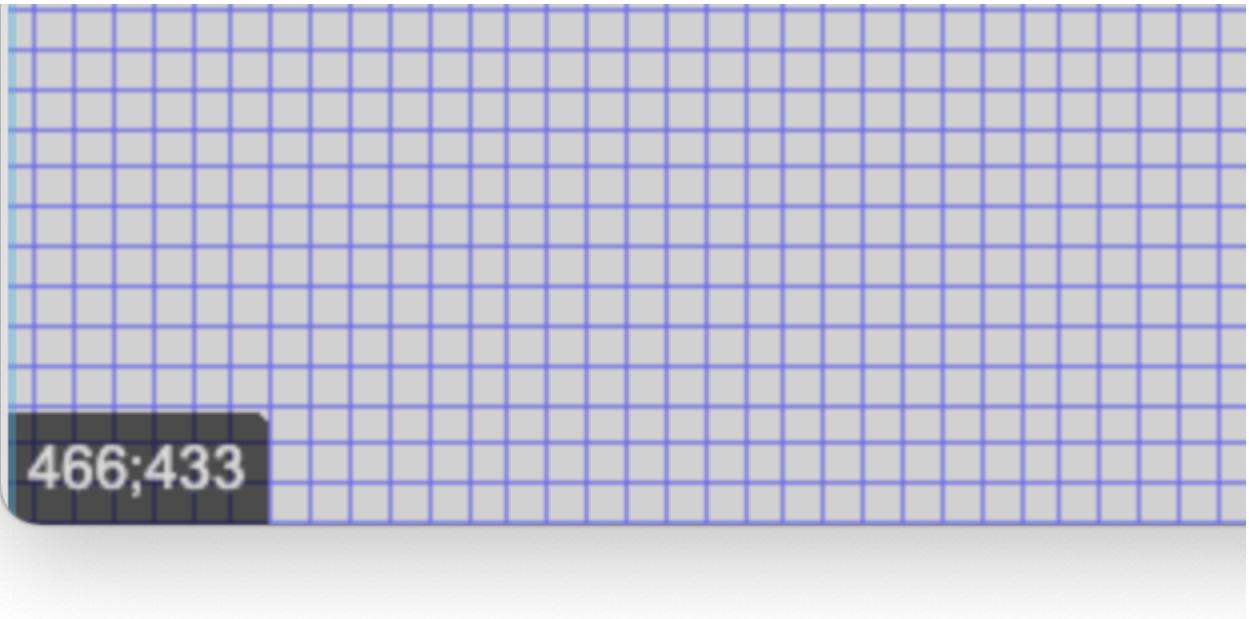
## The End

Now, we are ready to play our game. Open the **Main Menu Scene** and run the game. Enjoy!



SPACE





## Demo video