#### Game Dev with Unity3D

# UI and MENUS



Shachar Oz FLUX: LEARNING EXPERIENCES 2019

# Working with UI

- Creating menus
- Start screen and end screen
- Building mobile apps



#### Best Practices for Menu System

- Use one Canvas for all game menu system
- Separate each screen into a different Panel
- Switch between different panels by using the GameObject's enabled property

## Best Practices for Working with UI

Graphics should be white 100%

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- Color should be set inside Unity
- Unless your graphic designer is doing the UI themselves

### Convert gif to spritesheet

https://ezgif.com/gif-to-sprite

Spritesheet to UI animation

https://www.youtube.com/watch?v=-ntmVGo-1vs

#### Questions and Exercises

(if you can answer this without testing, good job. otherwise, test it)

- Build a full menu system for your game: a start screen, ingame HUD UI, and Game over screen
- Add buttons or any UI elements to these screens