Game Dev with Unity3D

UI and MENUS

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%
    - 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, in-game HUD UI, and Game over screen

- Add buttons or any UI elements to these screens