**CREATING TAPPY BALL MENU AND UI**

* Create a new 2D project and name it Tappy Ball Course.
* Save the scene with name Menu inside Scenes folder.
* Add Sprites and Scripts folders inside Assets folder.

**Importing Art Assets and Sprites for game:**

* Drag all your art assets in the Sprites folder.
* Switch the Platform to Android.
* Select WVGA Portrait (480x800) in the Game view.
* In hierarchy, Go to Create > UI > Image.
* Select Canvas, Go to Canvas Scalar component and select ‘UI Scale Mode’, Scale With Screen Size.
* Set the ‘reference resolution’ 480x800, ‘Screen Match Mode’ to Match Width Or Height and ‘Match Factor’ to 0.5.
* Select the image and reset it, name it to sky because it is our background image.
* Drop your Sky image from Sprites to Source Image in the Image component.
* Check Preserve Aspect option. Then the aspect ratio of the image will be the same as the original image.
* Resize the image to fill the whole screen.

**Adding a Play Button**:

Add the BallFace1 as play button.

* Go to Create > UI > Button and reset it and delete the text component of the button.
* In the Source Image of the button, drag and drop the BallFace1 image and name it PlayButton.
* In the image (script) Click on ‘Set Native size’.

**Adding a text Tappy Ball:**

* Go to create > UI > Text. Reset it. Add a text “TAPPY”.
* Place this text up to the sky and make the font size to 120. Make the font style Bold, color red.
* Go to Add Component > UI > Effects > Shadow. Make the effect distance 5 in x and -5 in y.
* Make the effect color to darker red shade (920909).
* Name the Text to TappyText.

Now this TappyText has all properties that we need in our ball text too.

* Now duplicate this TappyText and place right below and rename it BallText. Change the text to “BALL”. Align the both TAPPY and BALL texts to center horizontally and vertically.
* Change the color of the Ball text to orange peel (FF7400).

**Adding controls to the button:**

Whenever the button is clicked, we want to go from our menu scene to game scene.

* Create an empty game object, name it to MenuUiManager.
* Go to Add Component and add a new script and name it to MenuUiManager.
* Add On click event to button, click on the plus sign, drag and drop the MenuUiManager. And select the Play() function inside MenuUiManager.
* Create the new Scene and save it inside the Scenes folder and name this one to level1.
* Now go to File > Build Settings and then drag Menu scene first and then level1 scene from the Scenes folder to Build Settings.