CISC 3667 - Game Design and Development
Unity Lab 5: UI

You knew this was coming ... the Menu / UI lab:

1. Create a menu scene for your game utilizing buttons (as well as any other UI components that you'd like).

Your menu must include at a minimum:
- **Instructions** – a screen or panel that explains the basic gameplay, controls, and objectives.
- **Play Game** – a button that starts the game and loads the first level or gameplay scene.
- **Settings** – a button that opens a settings panel or scene where players can adjust game options.

Suggestions for enhancement:
- Add a title image or background for visual appeal.
- Use animations or hover effects for buttons.
- Include return/back buttons if navigating between menu screens.

2. Settings must include a volume control for the sound effects in your game.

Use a UI Slider and AudioListener.Volume
(https://docs.unity3d.com/ScriptReference/AudioListener-volume.html).

Note that Sliders are associated with a component called "value" -- you will need to use that to set the volume.

Extra credit: also include difficulty control.

You decide what makes your game easier or harder, just document your choice.

3. A pause/resume functionality in your game, as well as a link back from the game to the main menu.

4. One other UI component of your choice that has not been used so far (e.g., Dropdown, Toggle, Input Field)**.**