

Unity遊戲製作

遊戲選單製作

國立臺中教育大學

數位內容科技學系

吳智鴻

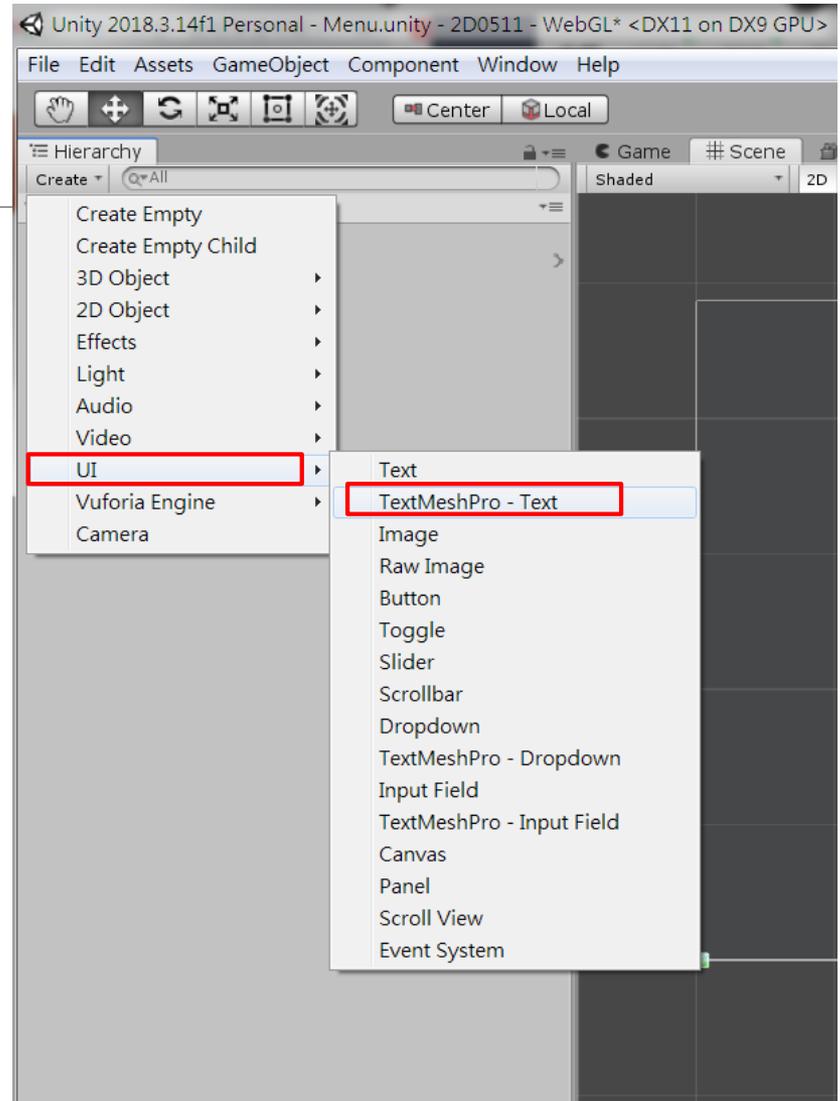


MENU製作

會使用到TextMeshPro的套件

製作漂亮的選單

現在已經內建在Unity中

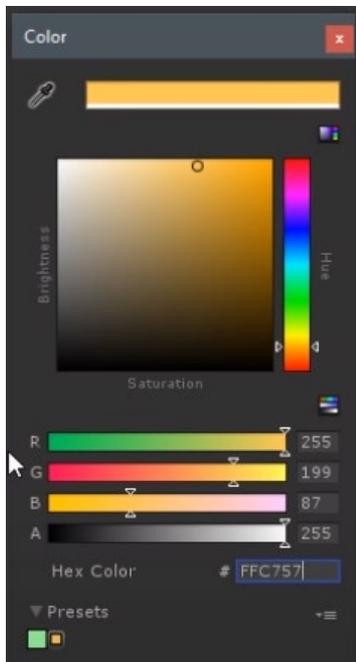


建立UI背景

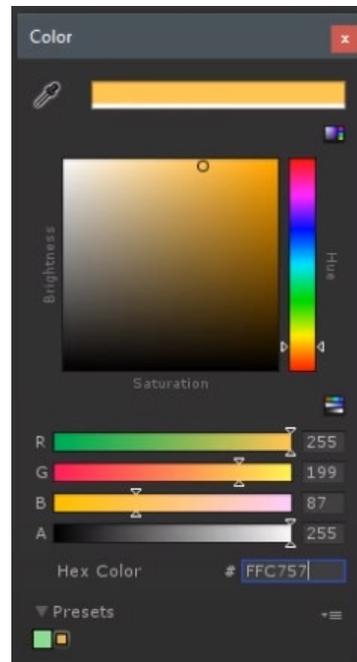
Create->UI->Panel

背景顏色 3D4A7E

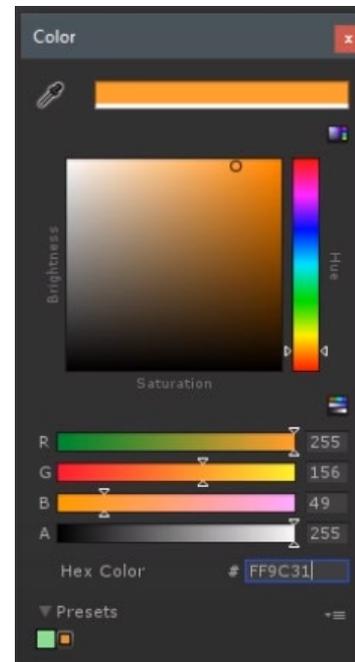
Project->Create->TextMeshPro->Color Gradient



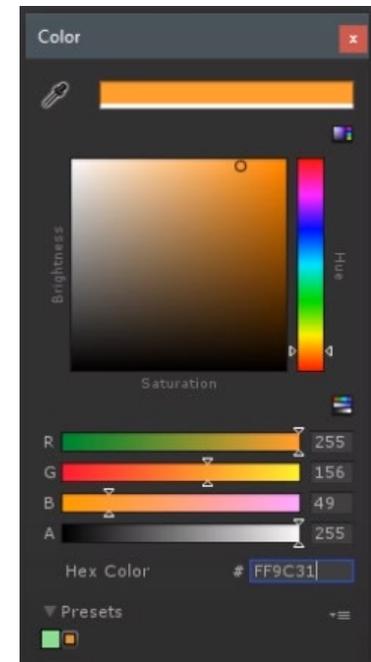
FFC757



FFC757

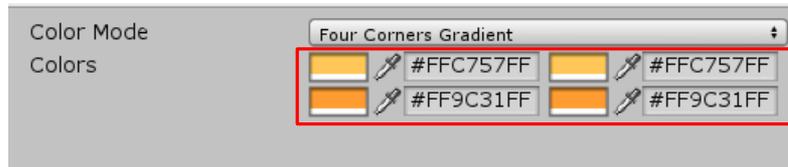


FF9C31

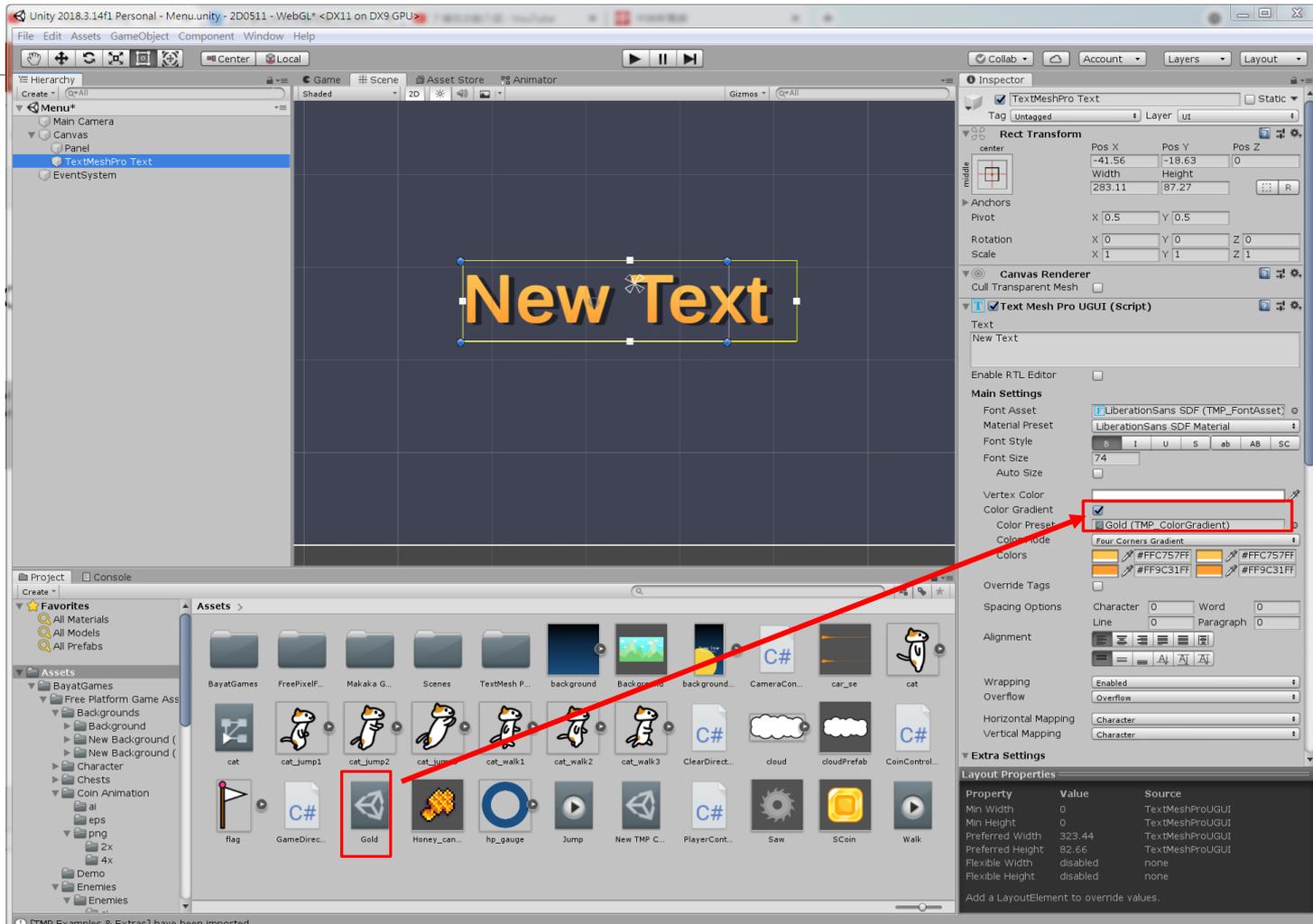


FF9C31

Gold Color Gradient



把做好的Gold拉到Color Gradient

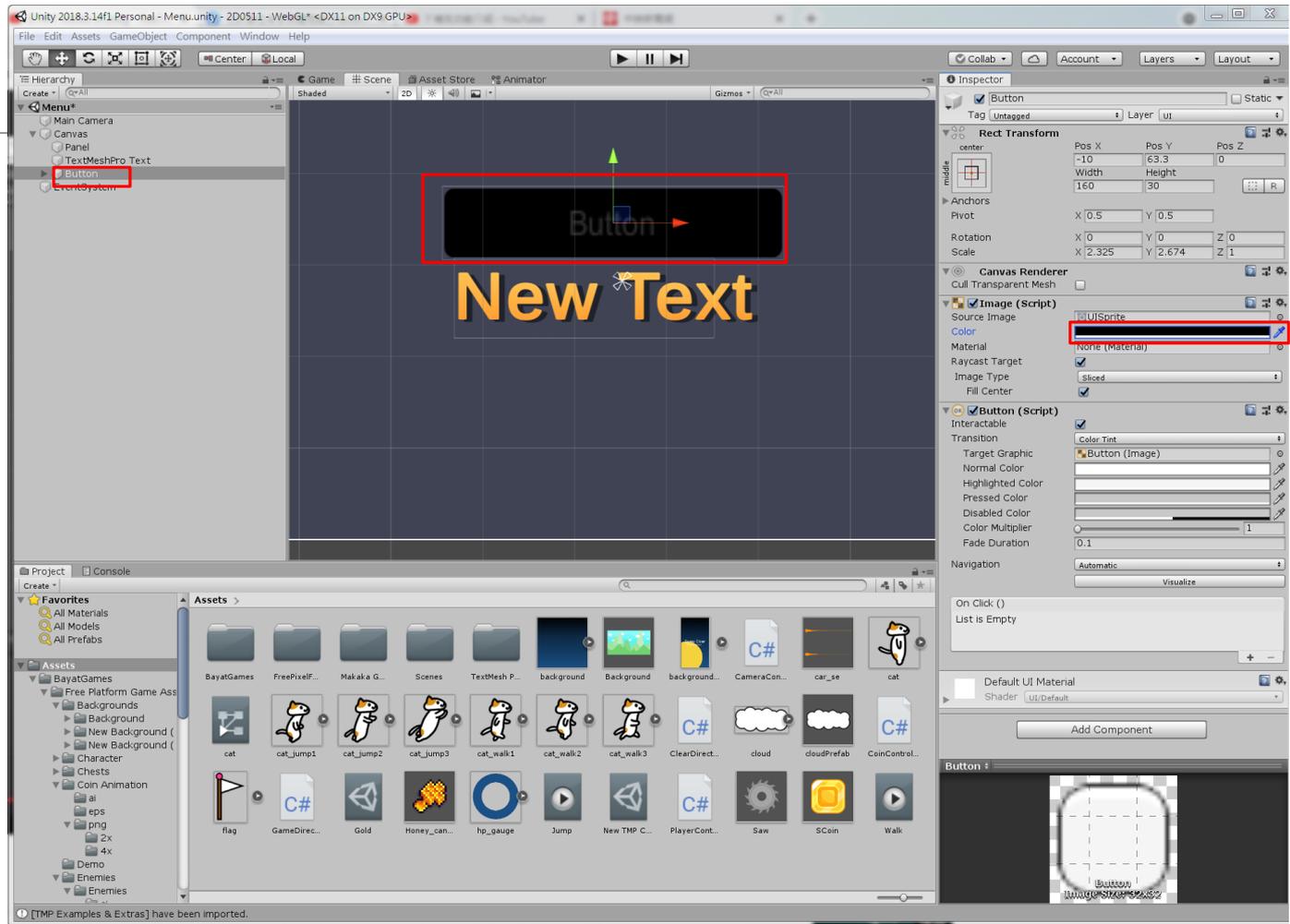


完成狀態



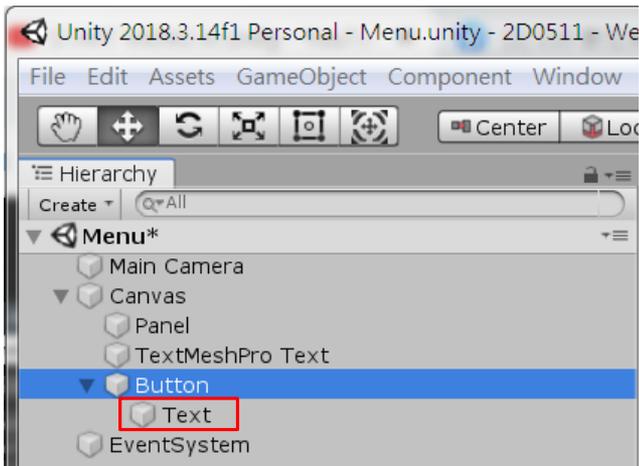
New Text

新增一個button
調整大小與位置
設定背景為全黑

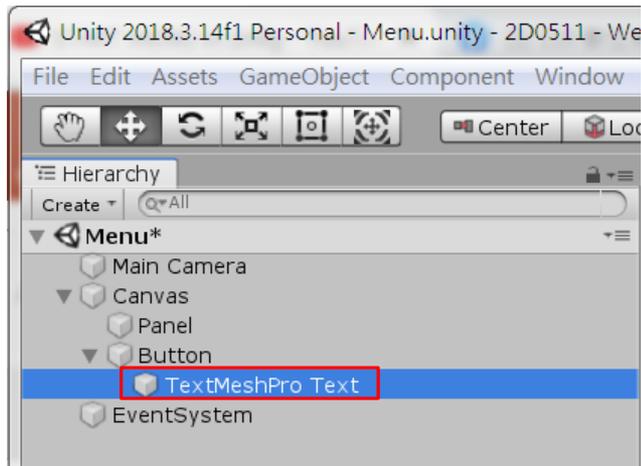


設定Button&Text的關係

刪除button底下的Text

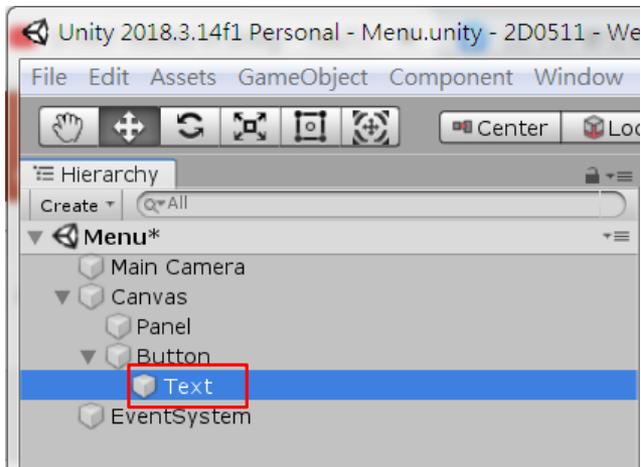


拖曳TextMeshPro Text到Button底下

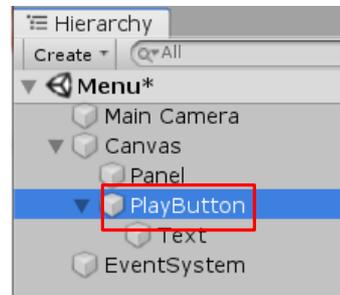


修改Button & Text名稱

改名為Text

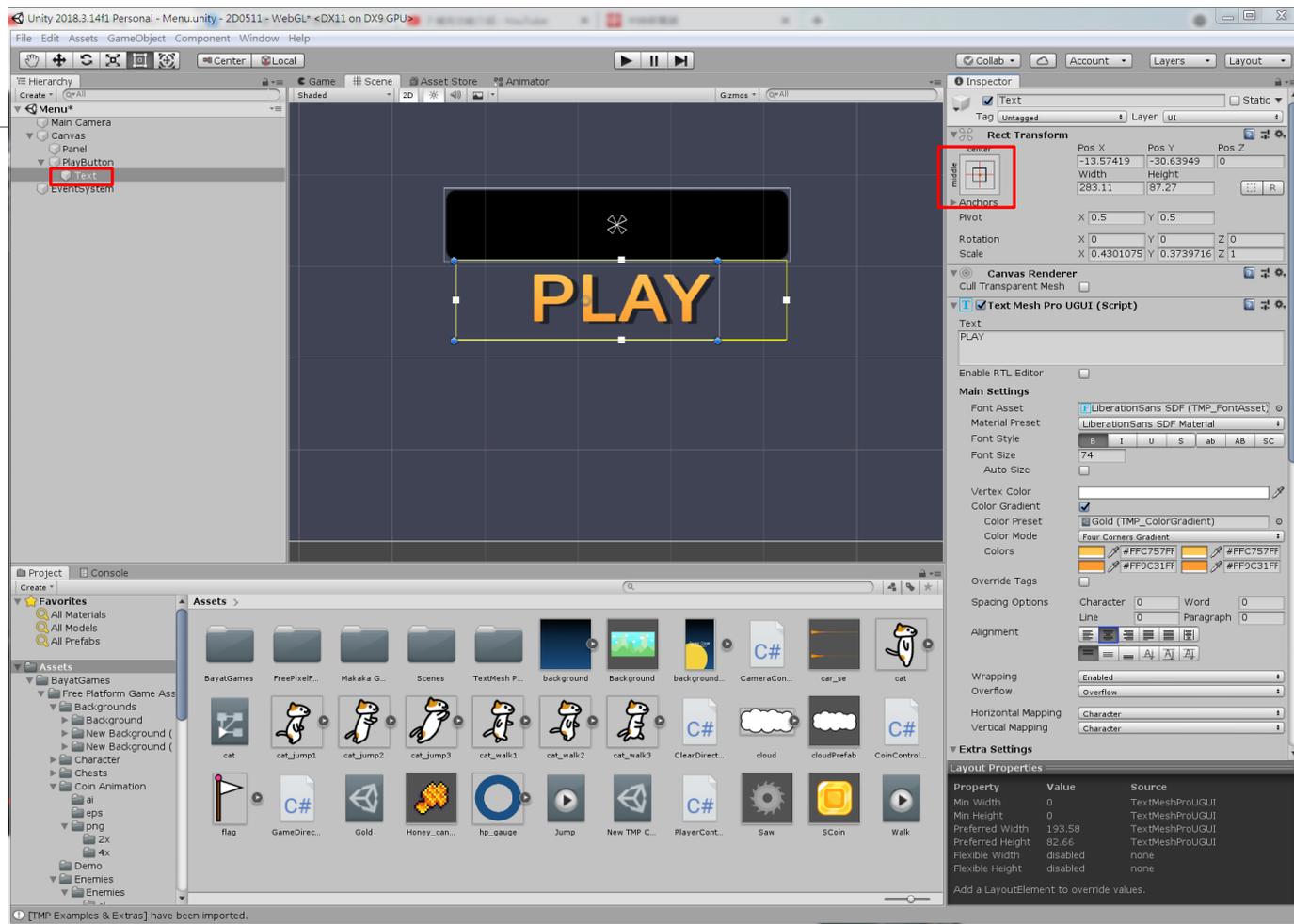


Button改名為PlayButton



Button 文字改Play

右上角Anchor
按住ALT，然後選右下角



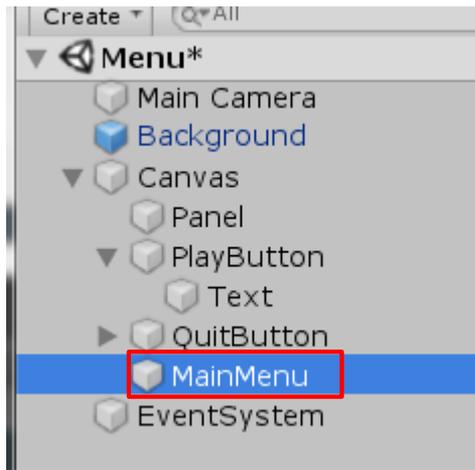
把Button&Text做一樣大小了

右上角Anchor
按住ALT，然後選右下角

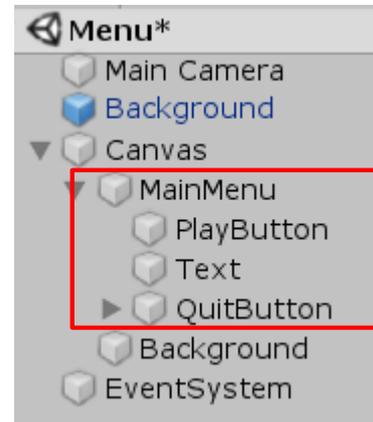


複製Button

Canvas->Create Empty Rename-> MainMenu



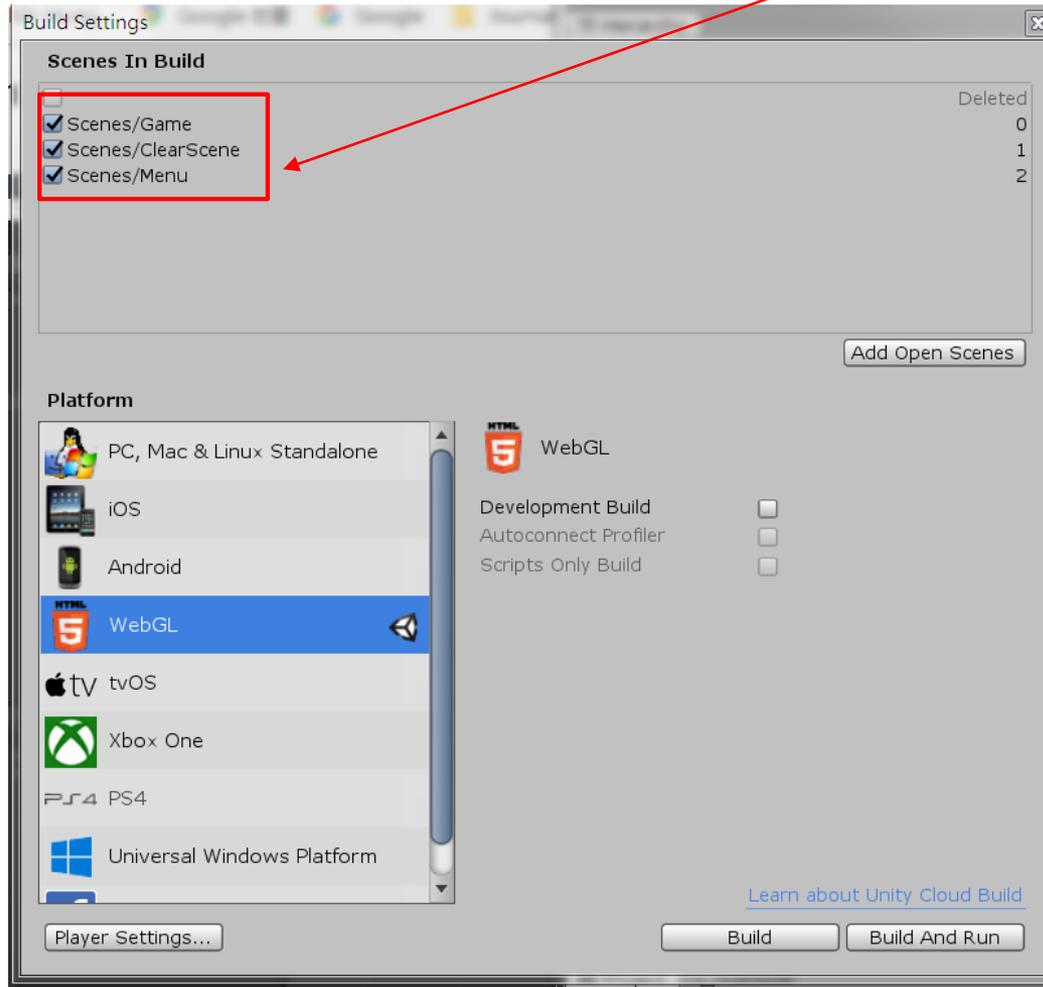
把所有Button拉入MainMenu



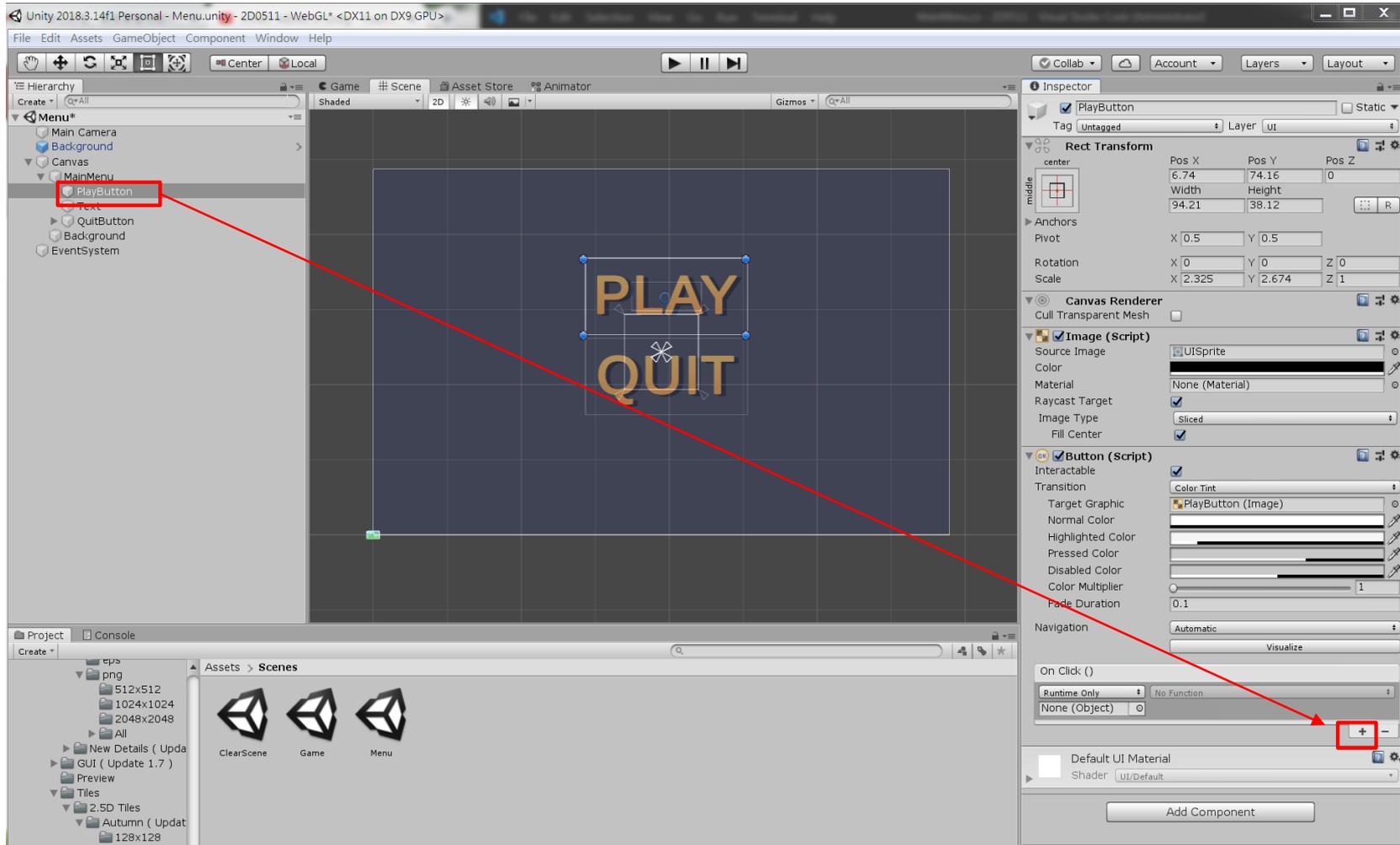
替MainMenu物件添加 MainMenu.cs程式

```
MainMenu.cs
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
   0 references
5  public class MainMenu : MonoBehaviour
6  {
7
8      0 references
9      public void PlayGame()
10     {
11         SceneManager.LoadScene("Game");
12     }
13
14     0 references
15     public void QuitGame()
16     {
17         Application.Quit();
18     }
19 }
```

Build Settings中添加Menu場景 確定所需要的場景都已經註冊



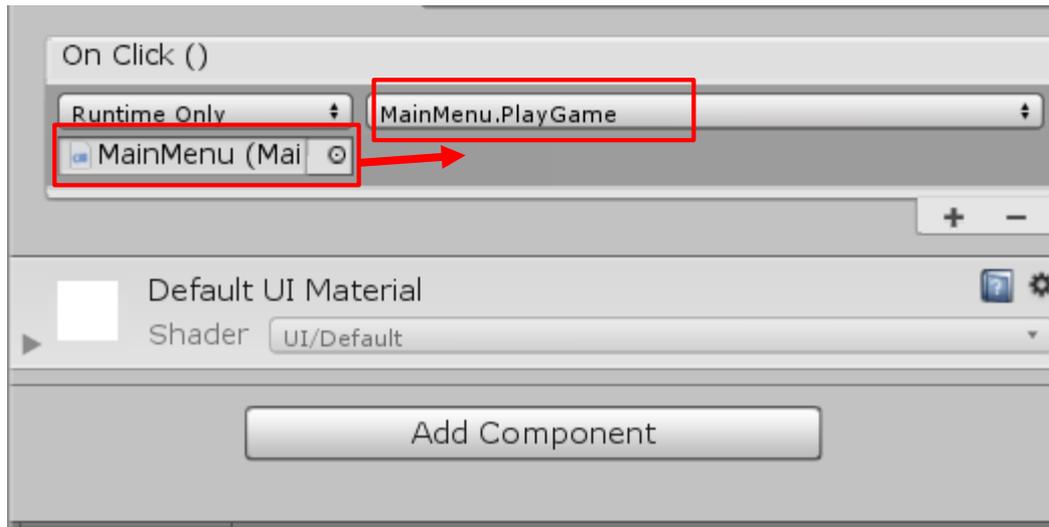
替按鈕添加動作 選取PlayButton



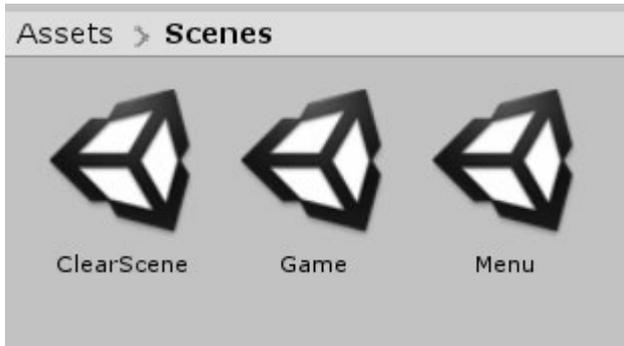
設定按鈕啟動動作

拖曳MainMenu物件

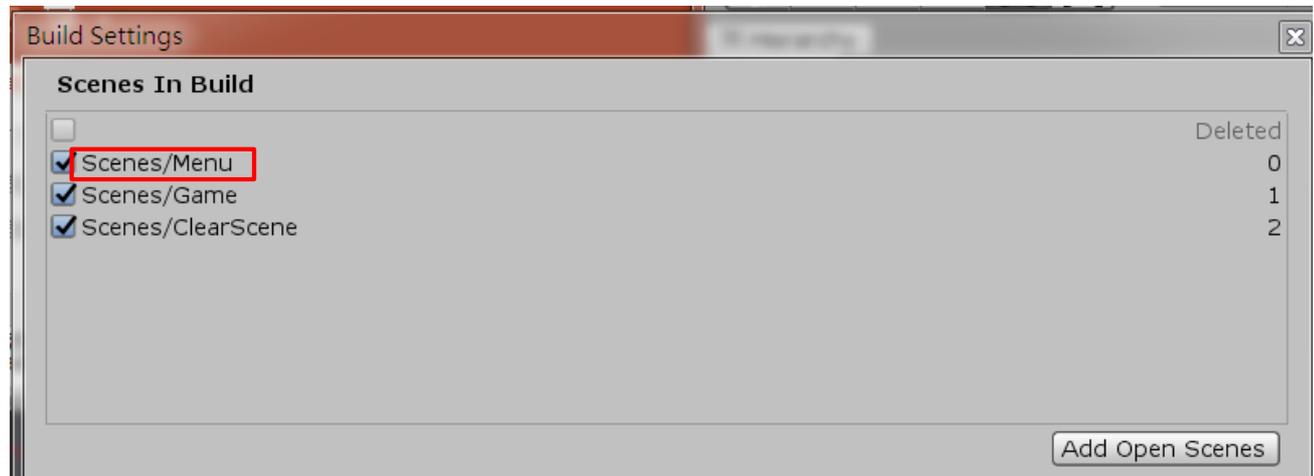
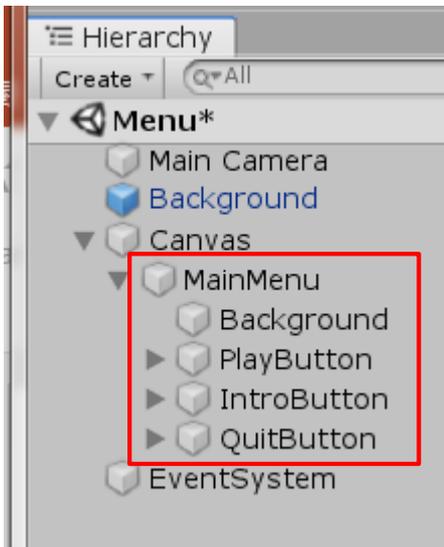
選取PlayGame()



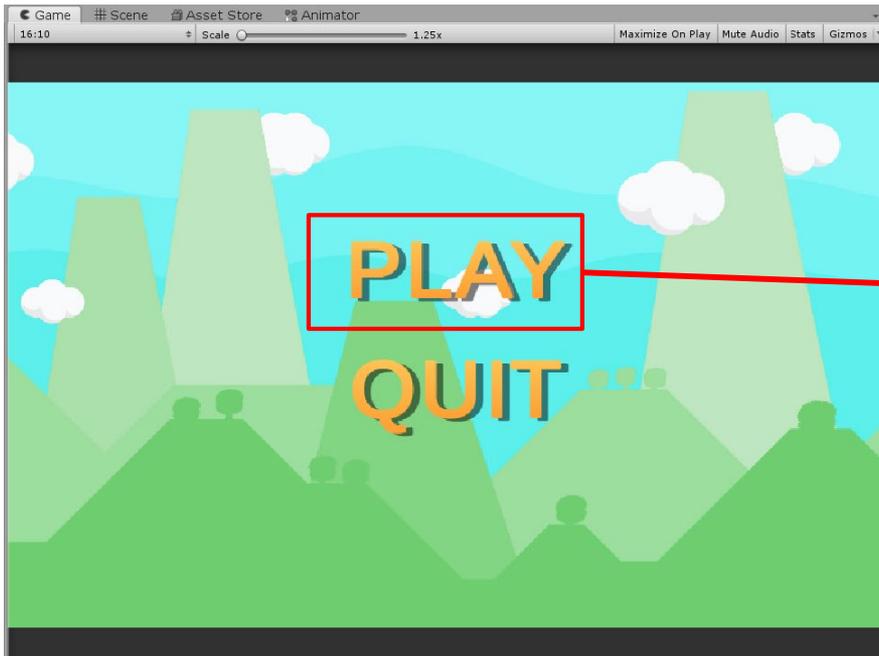
Scenes裡面要有三個場景



確定一下以下安排



完成畫面



新增一個Introduction按鈕



完成畫面



期末成果

需有Menu畫面，包含

- Play
- Introduction（介紹遊戲教育意含&操作玩法）
- Quit

場景，須有四個場景以上

- Menu（選單畫面）
- Introduction（介紹畫面）
- Game（遊戲畫面）
- Clear（過關畫面）

參考來源

https://www.youtube.com/watch?v=zc8ac_qUXQY