

Unity遊戲製作

遊戲選單製作

國立臺中教育大學

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吳智鴻

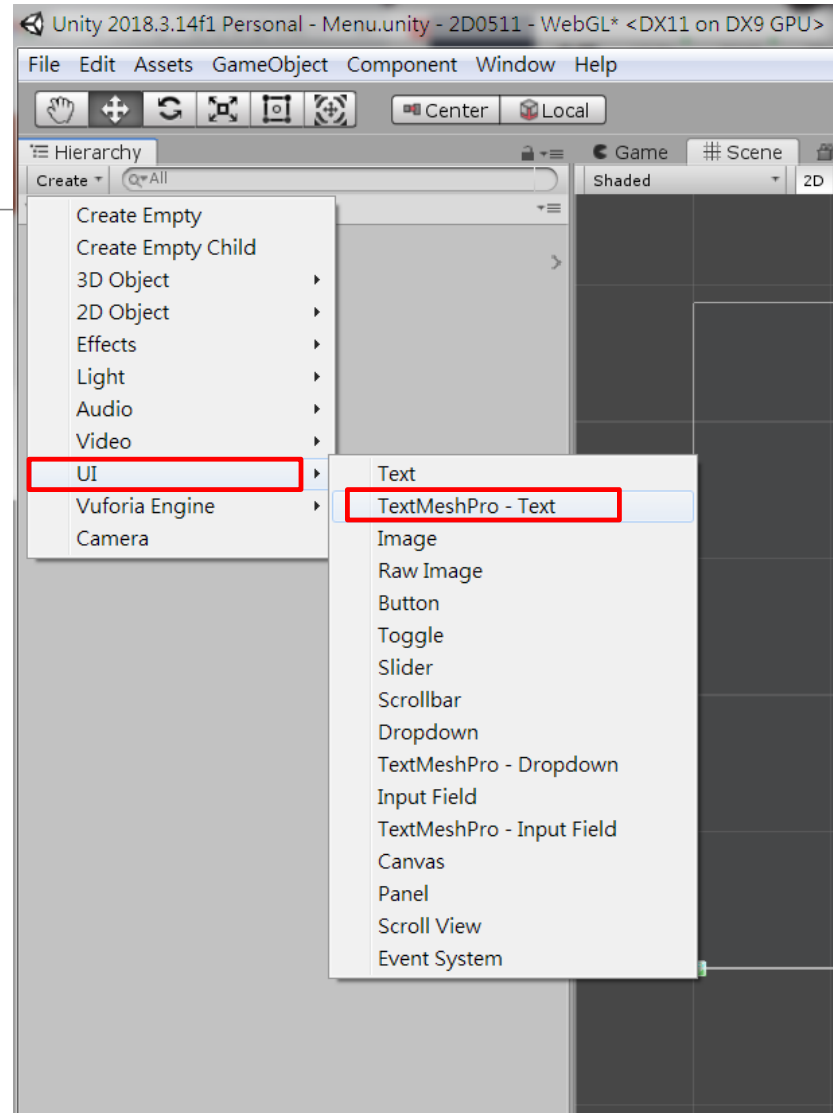


MENU製作

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


2D basic platform pack /exampleScenes/Images/bg

Unity Asset Store

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Home > 2D > Textures & Materials > Tiles > 2D Basic Platformer Pack



2D Basic Platformer Pack

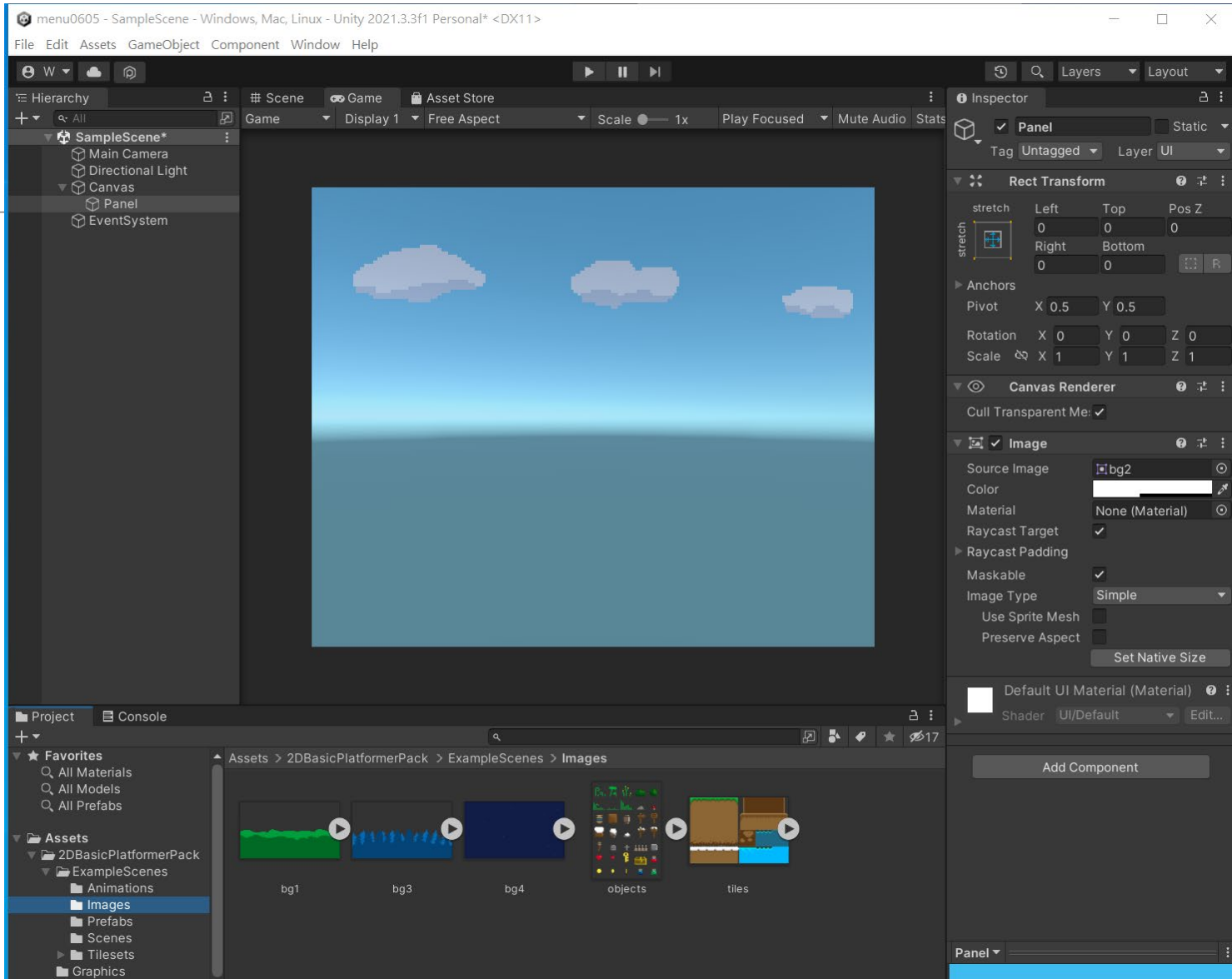
O ArielG (not enough ratings) | ♥ (417)

FREE

👁 59 views in the past week

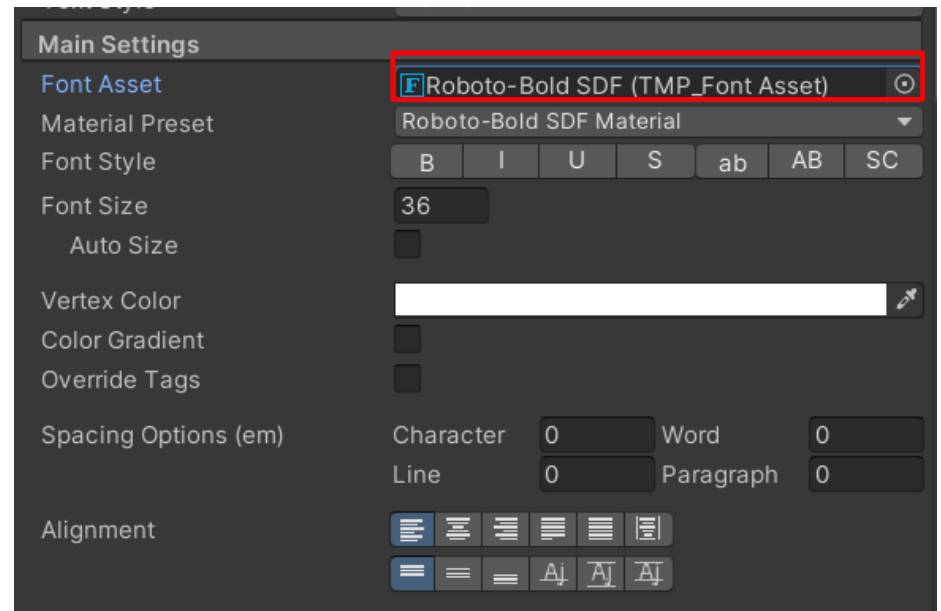
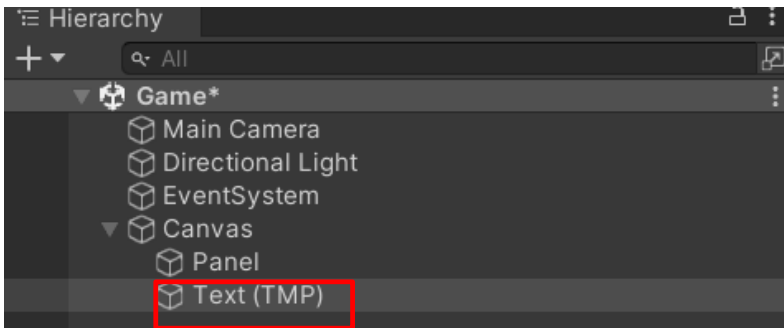
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License agreement	Standard Unity Asset Store EULA
License type	Extension Asset
File size	98.1 KB
Latest version	1.0
Latest release date	Apr 26, 2019
Supported Unity versions	2017.3.0 or higher



新增文字

Create->UI->Text Test mesh pro



設定Underlay (文字陰影效果)



Underlay - Click to collapse -

Underlay Type: Normal

Color: HDR

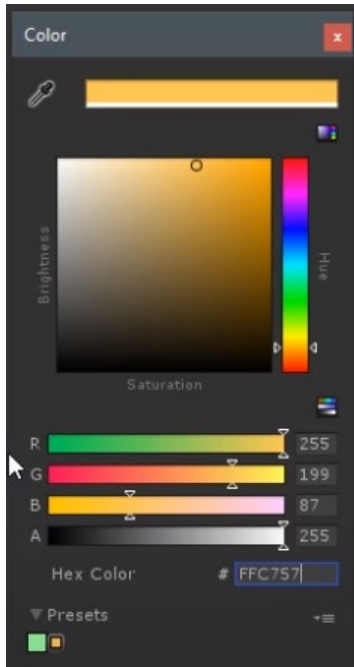
Offset X: 0.36

Offset Y: -0.42

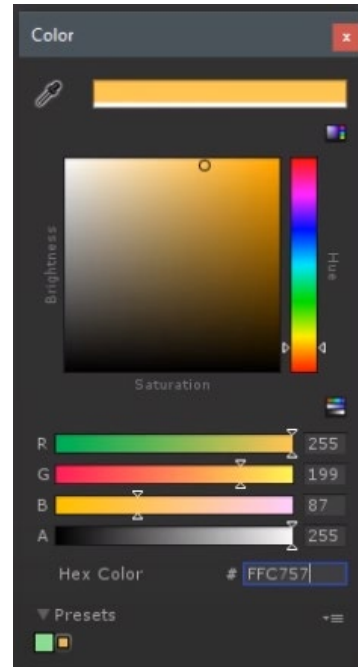
Dilate: 0

Softness: 0.082

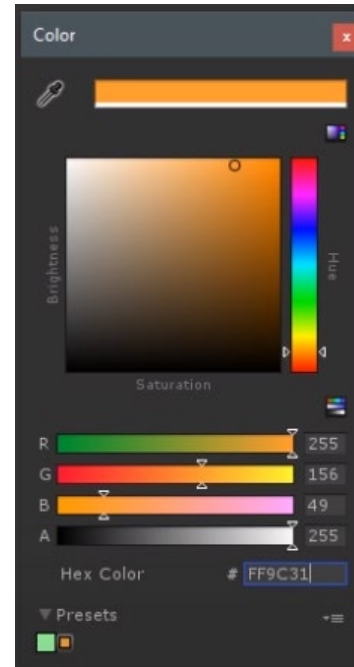
Project->Create->TextMeshPro->Color Gradient



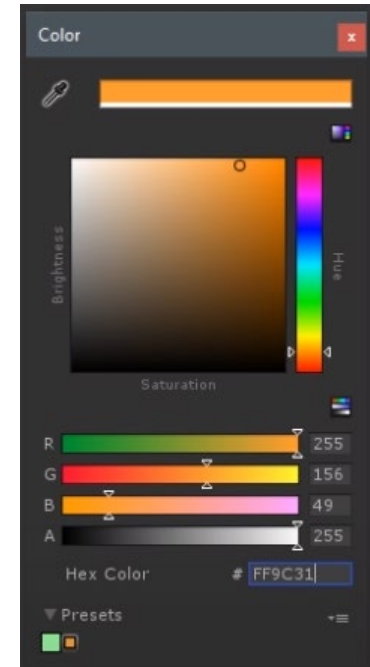
FFC757
Top left



FFC757
Top Right

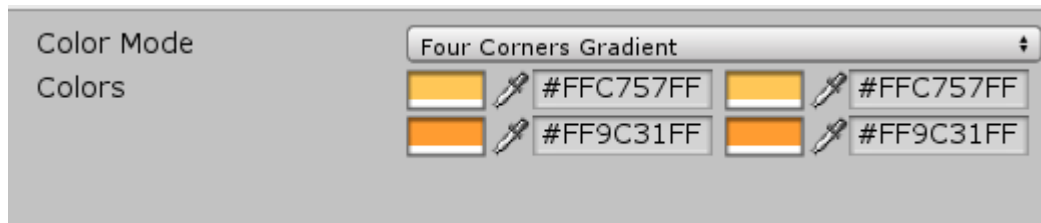


FF9C31
Bottom Left

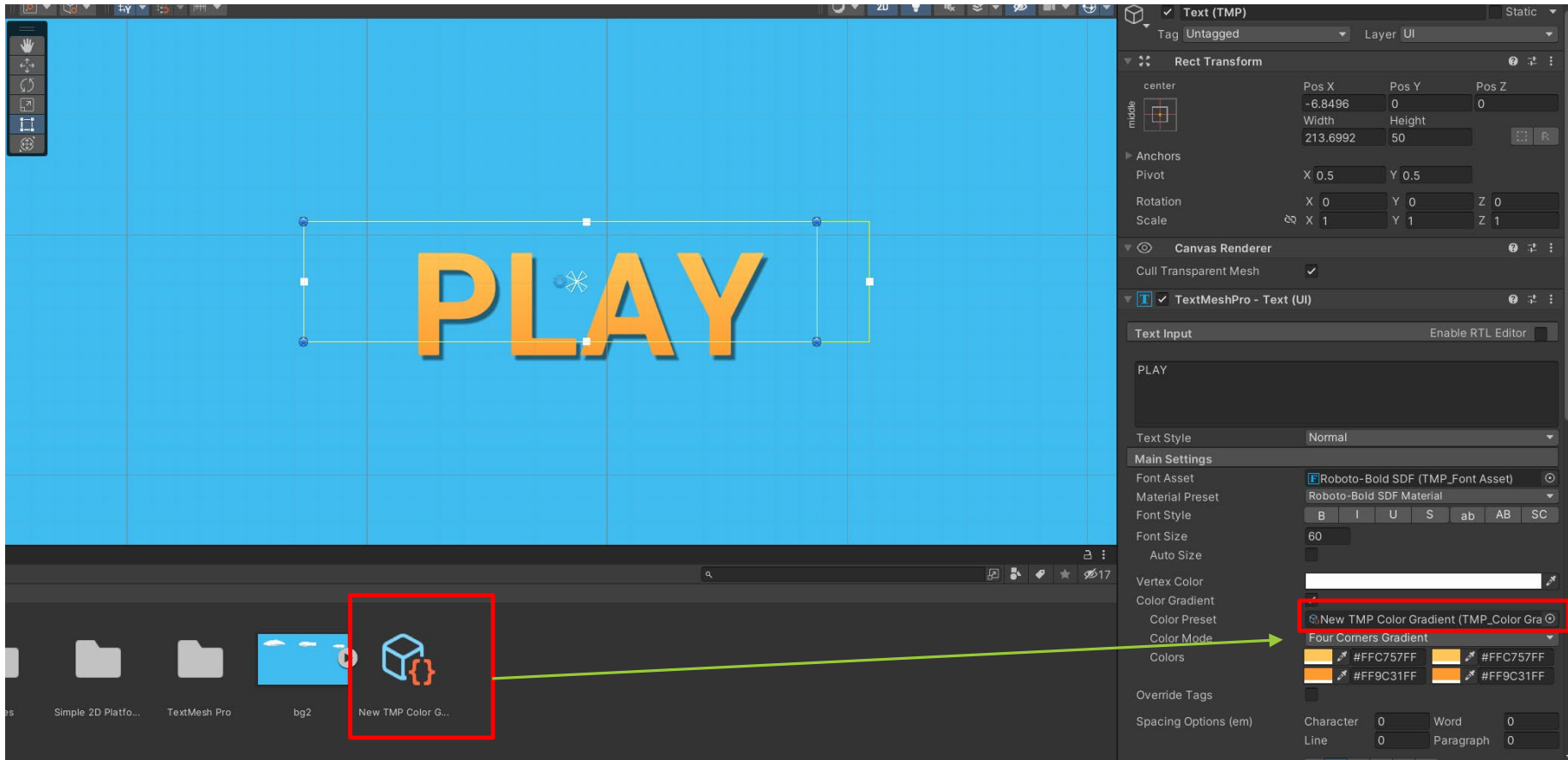


FF9C31
Bottom Right

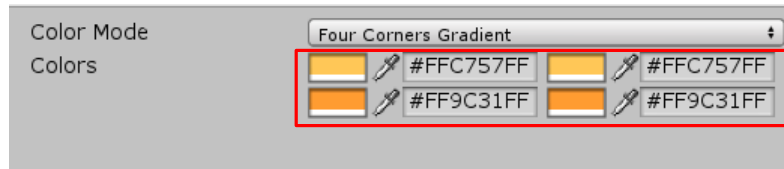
Gold Color Gradient



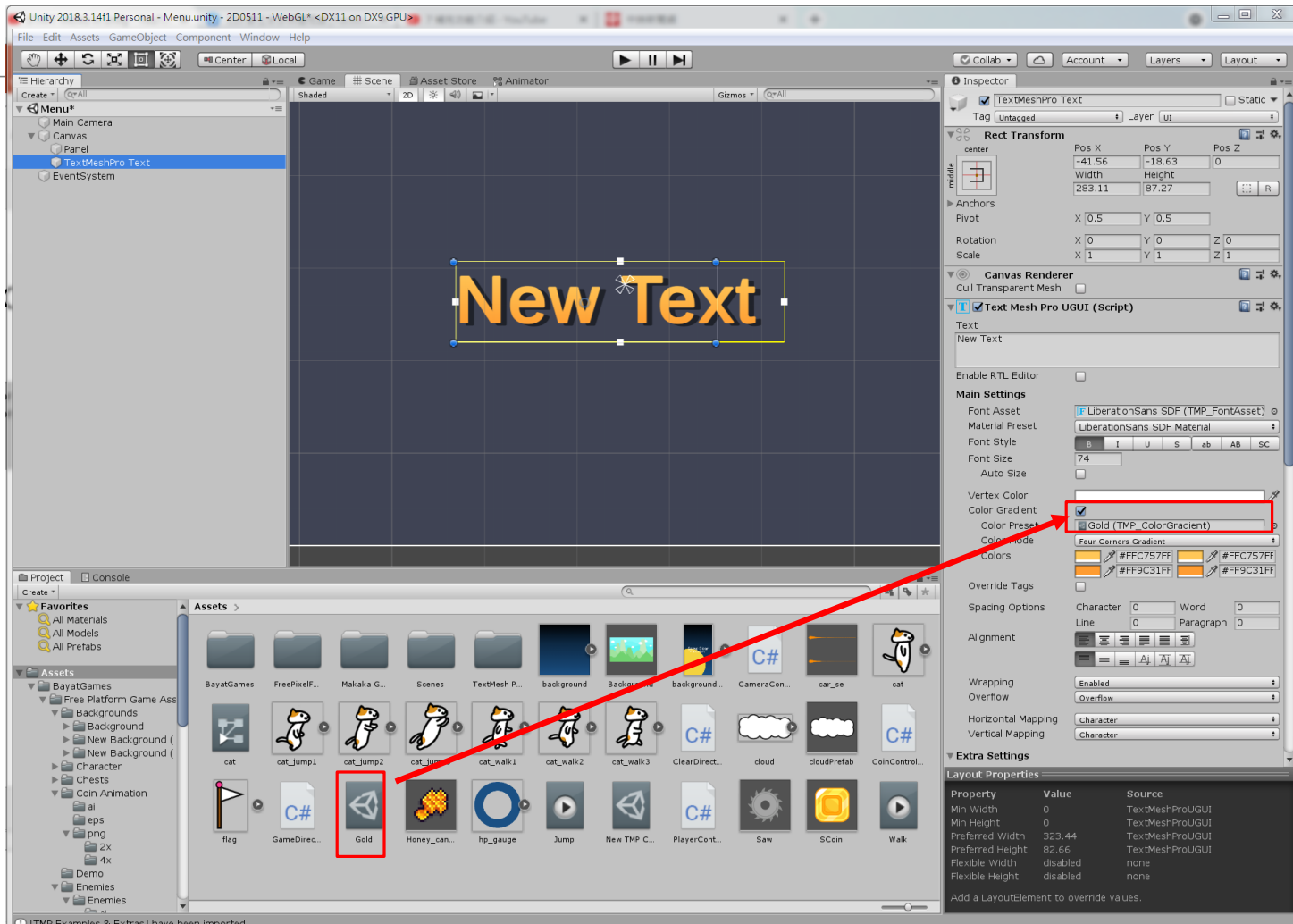
把設定好的color gradient拖入Text中的color gradient



Gold Color Gradient



把做好的Gold拉到Color Gradient

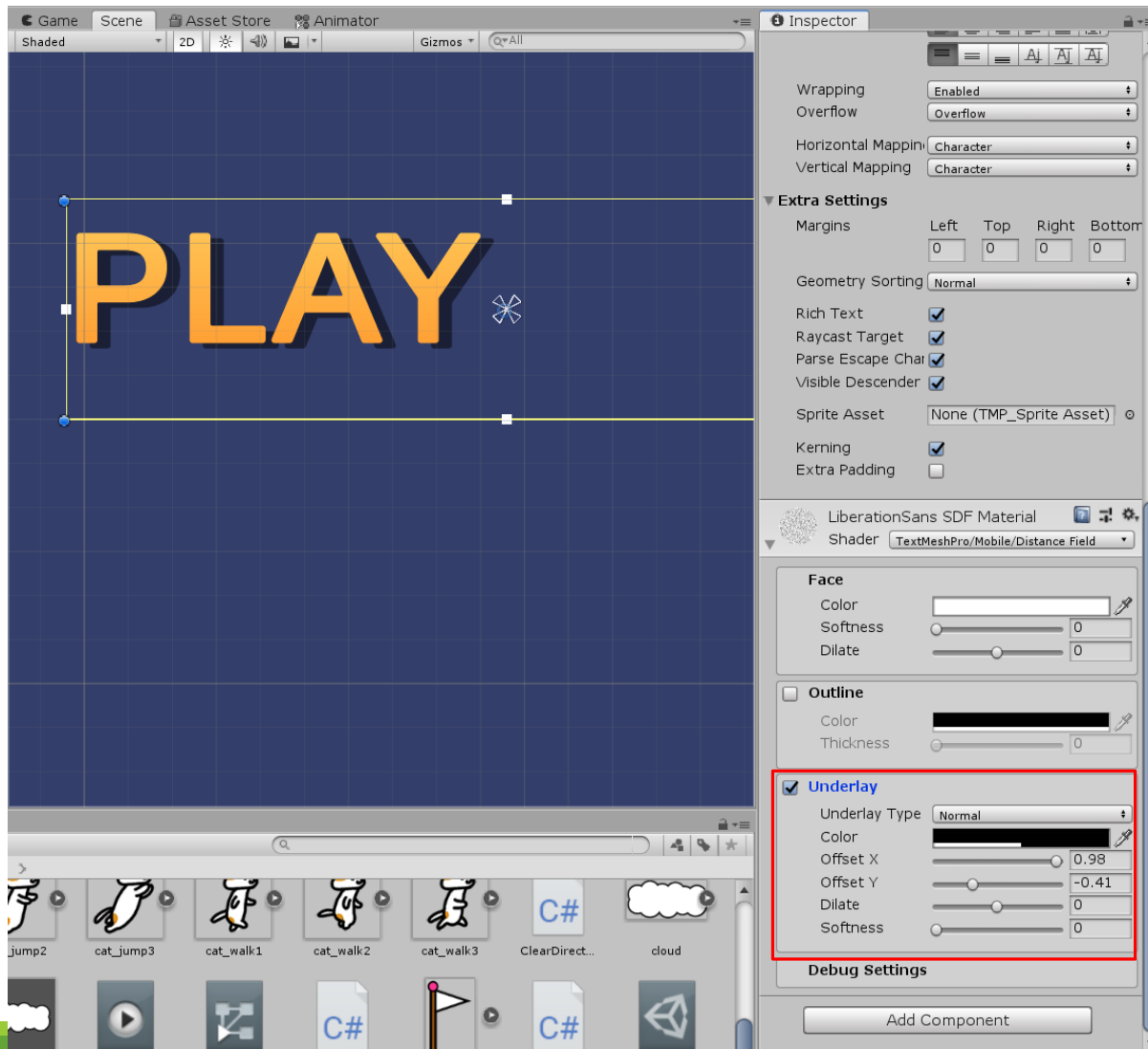


完成狀態

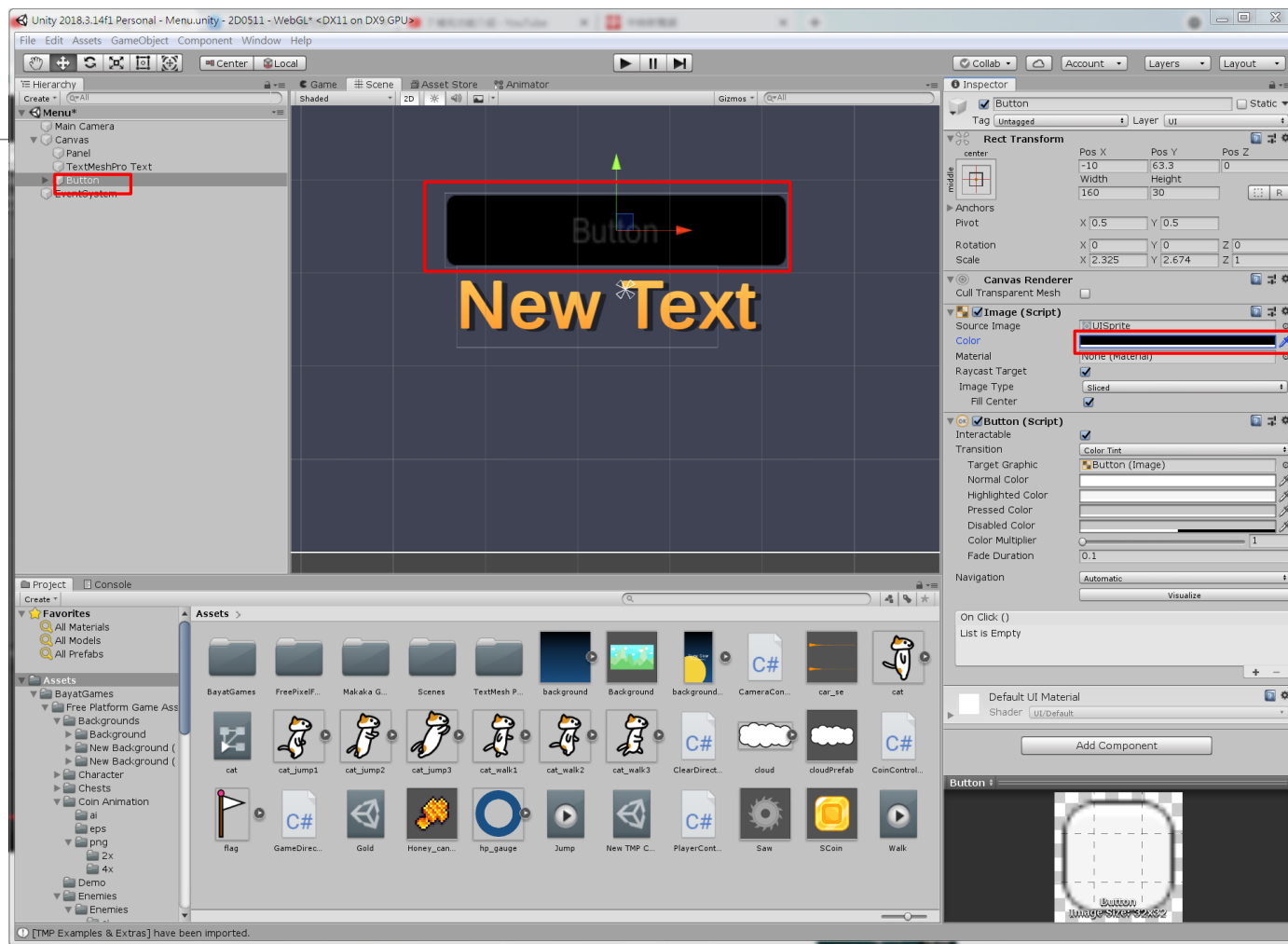


New Text

TextMeshPro Text->Underlay設定陰影

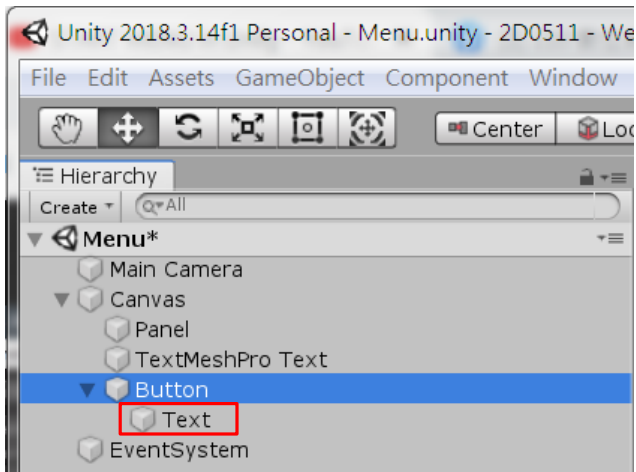


新增一個button
調整大小與位置
設定背景為全黑

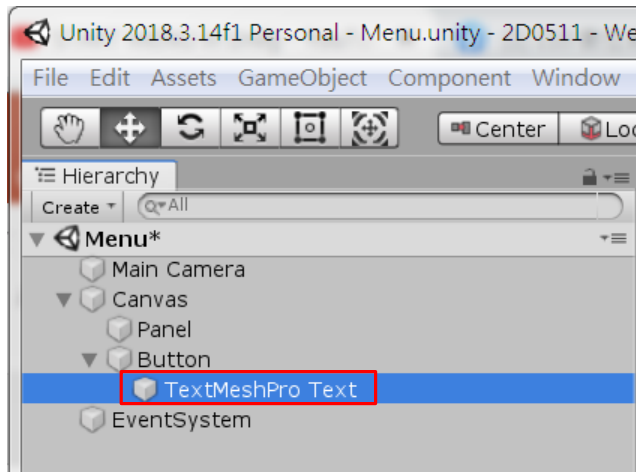


設定Button&Text的關係

刪除button底下的Text

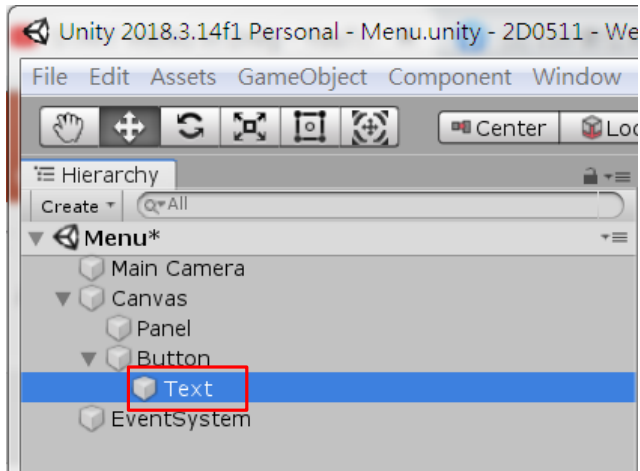


拖曳TextMeshPro Text到Button底下

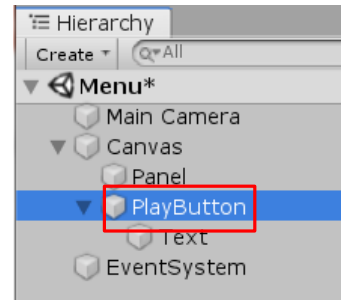


修改Button & Text名稱

改名為Text

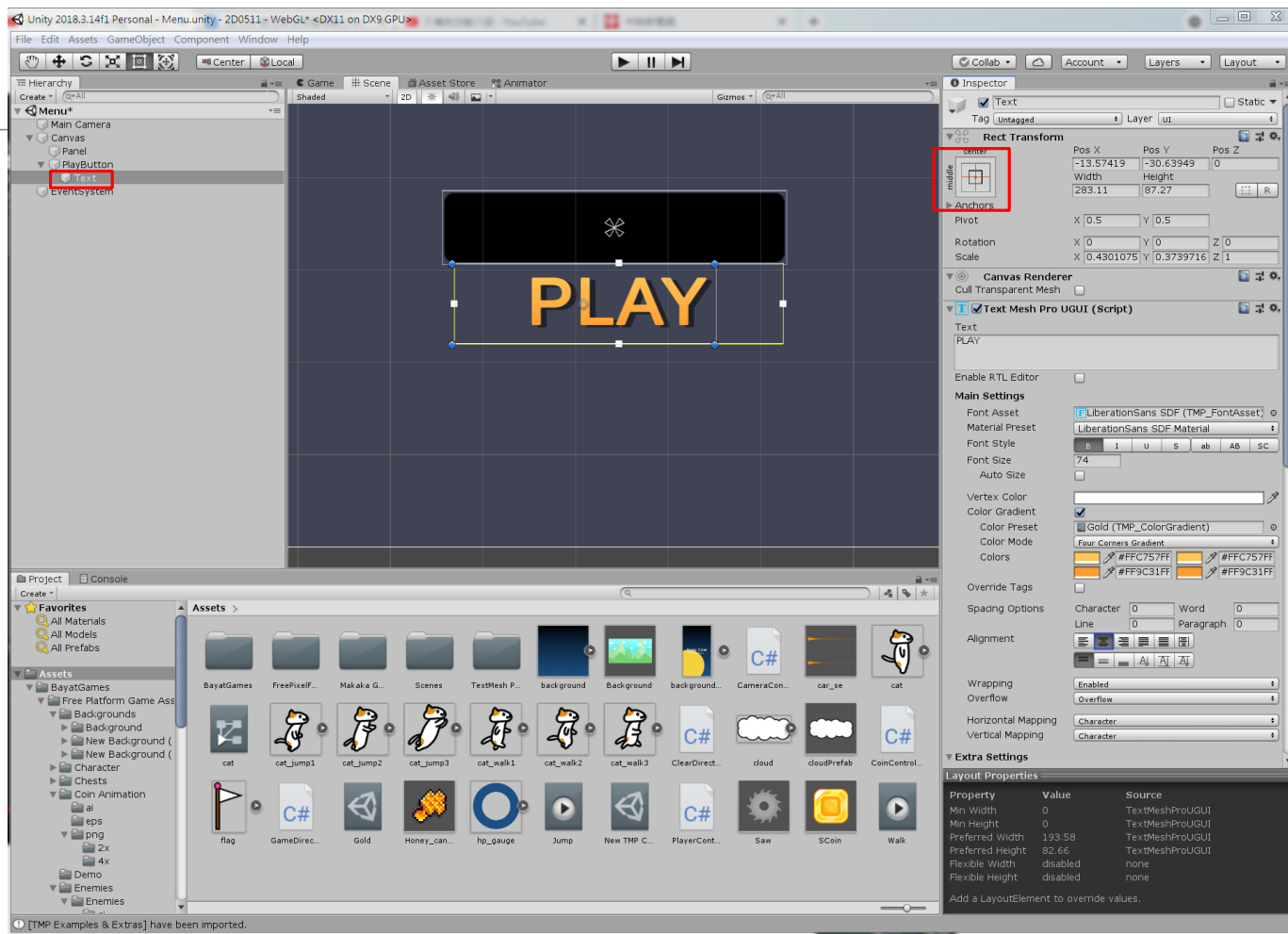


Button改名為PlayButton



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

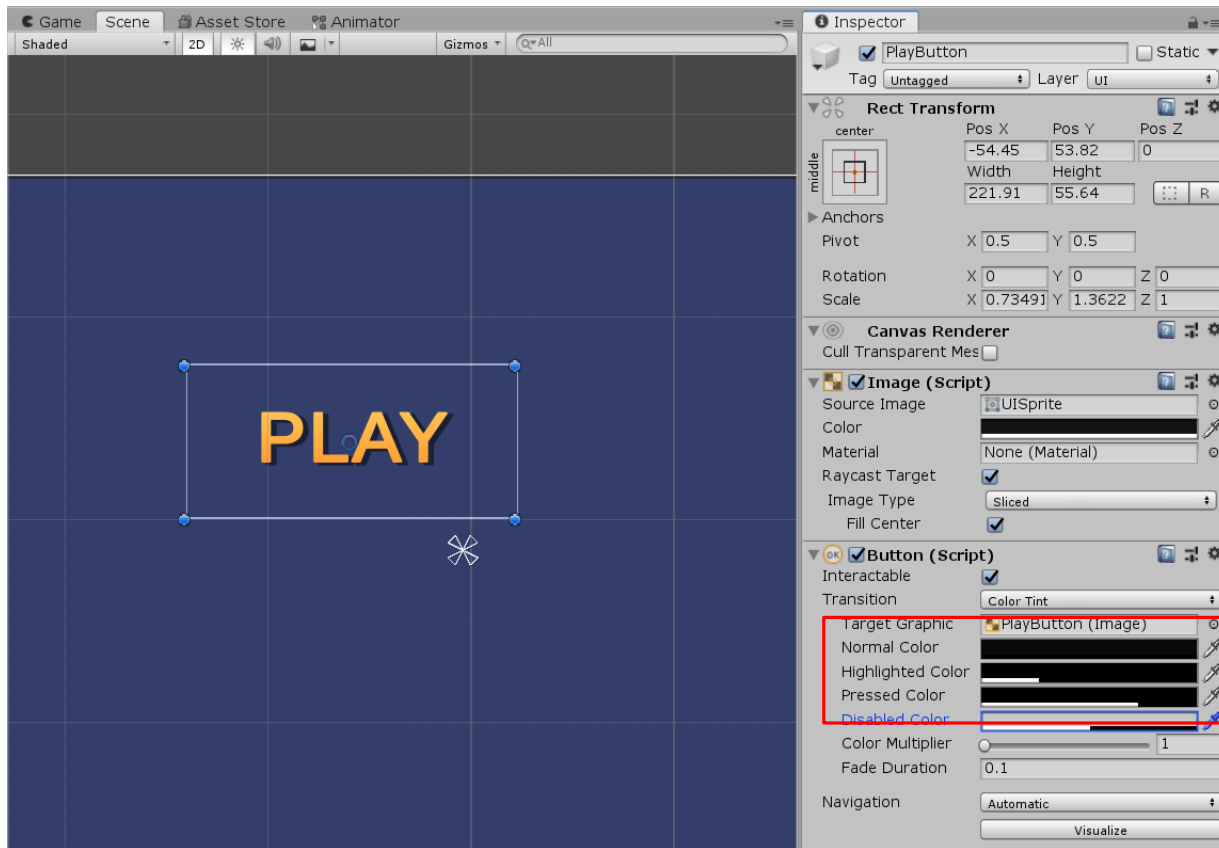


編輯按鈕不同狀態的顏色與Alpha

Normal color

Highlighted Color

Pressed Color

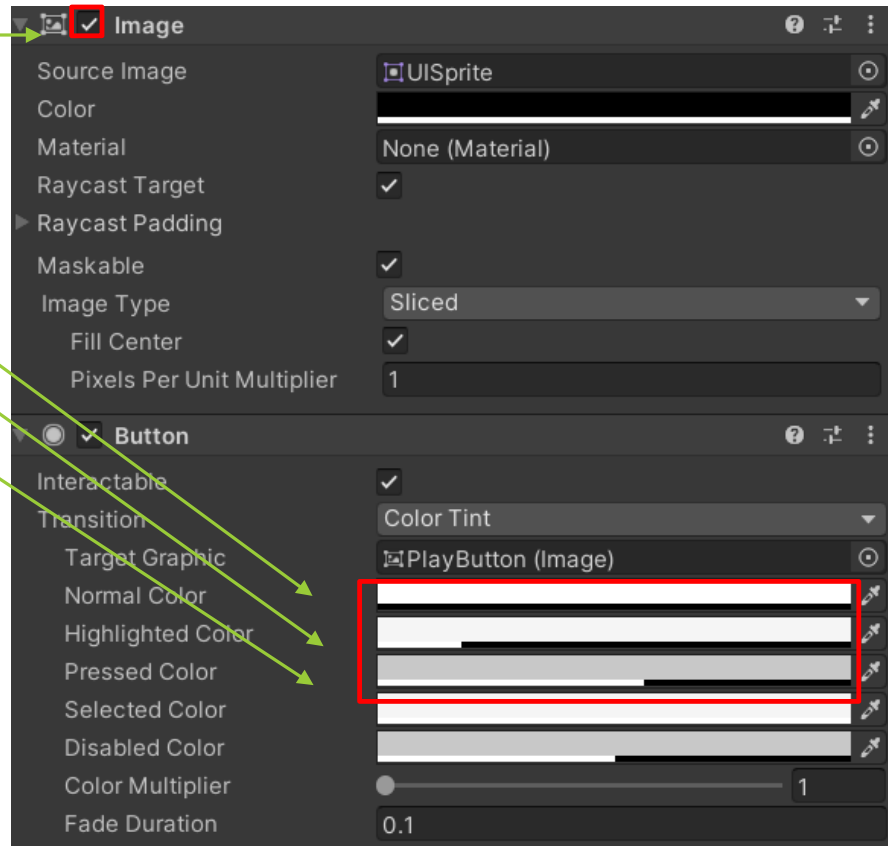


設定Alpha數值

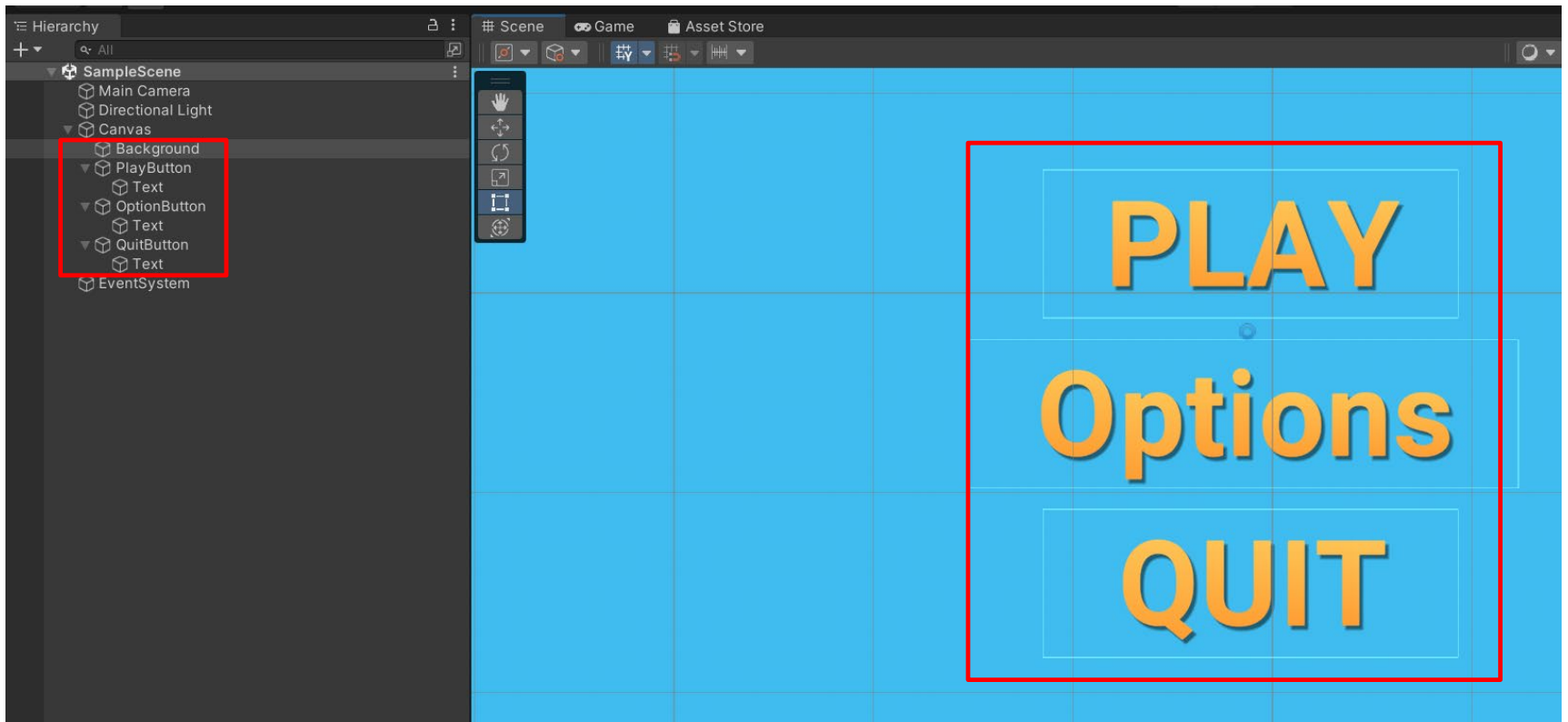
勾選Image

設定alpha數值

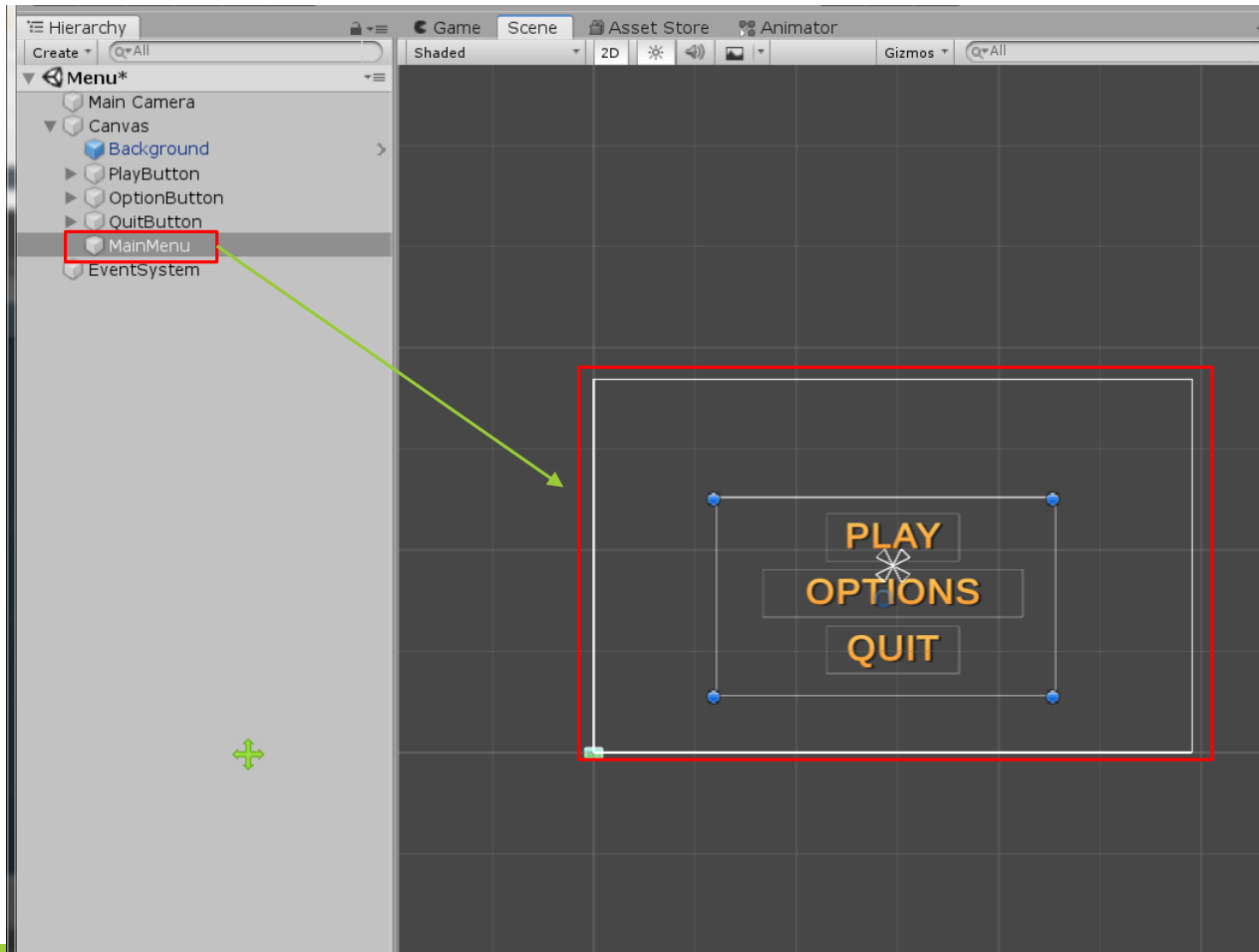
- Normal-> 0
- Highlight->60
- Pressed->117



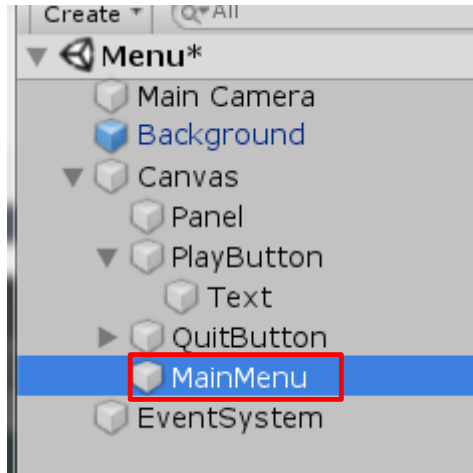
複製Button



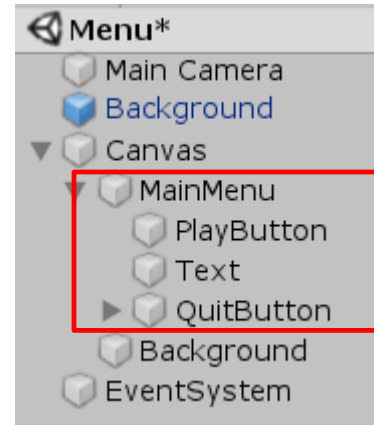
Canvas->右鍵->Create Empty->Rename->MainMenu



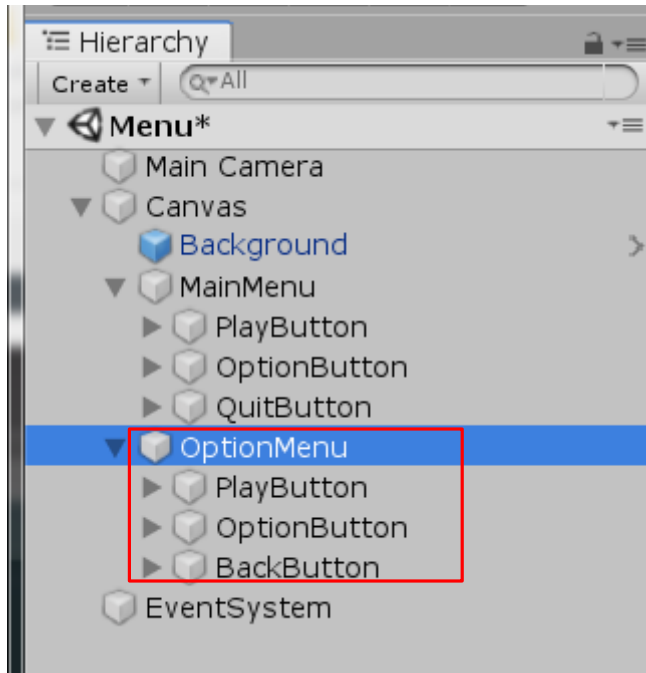
Canvas->Create Empty Rename-> MainMenu



把所有Button拉入MainMenu

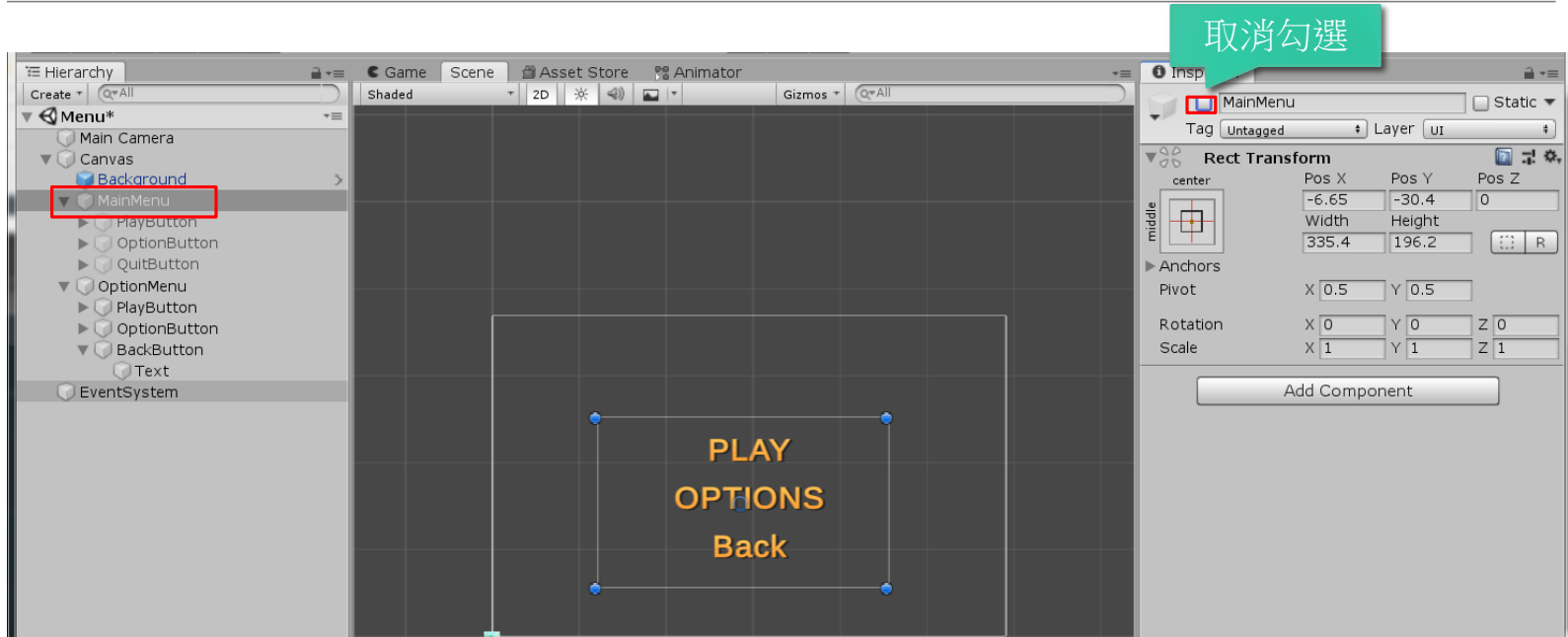


複製MainMenu->OptionsMenu

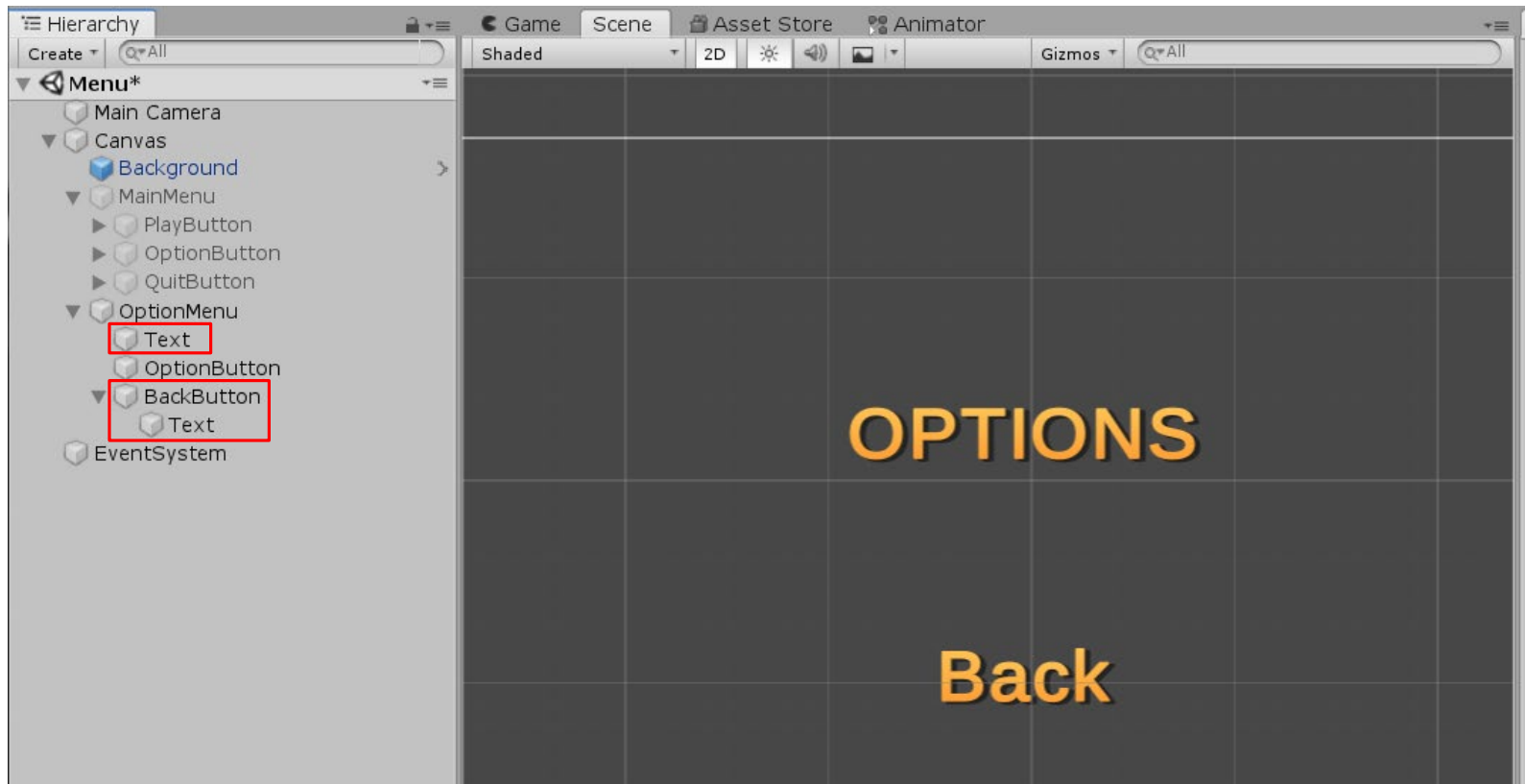


選取MainMenu

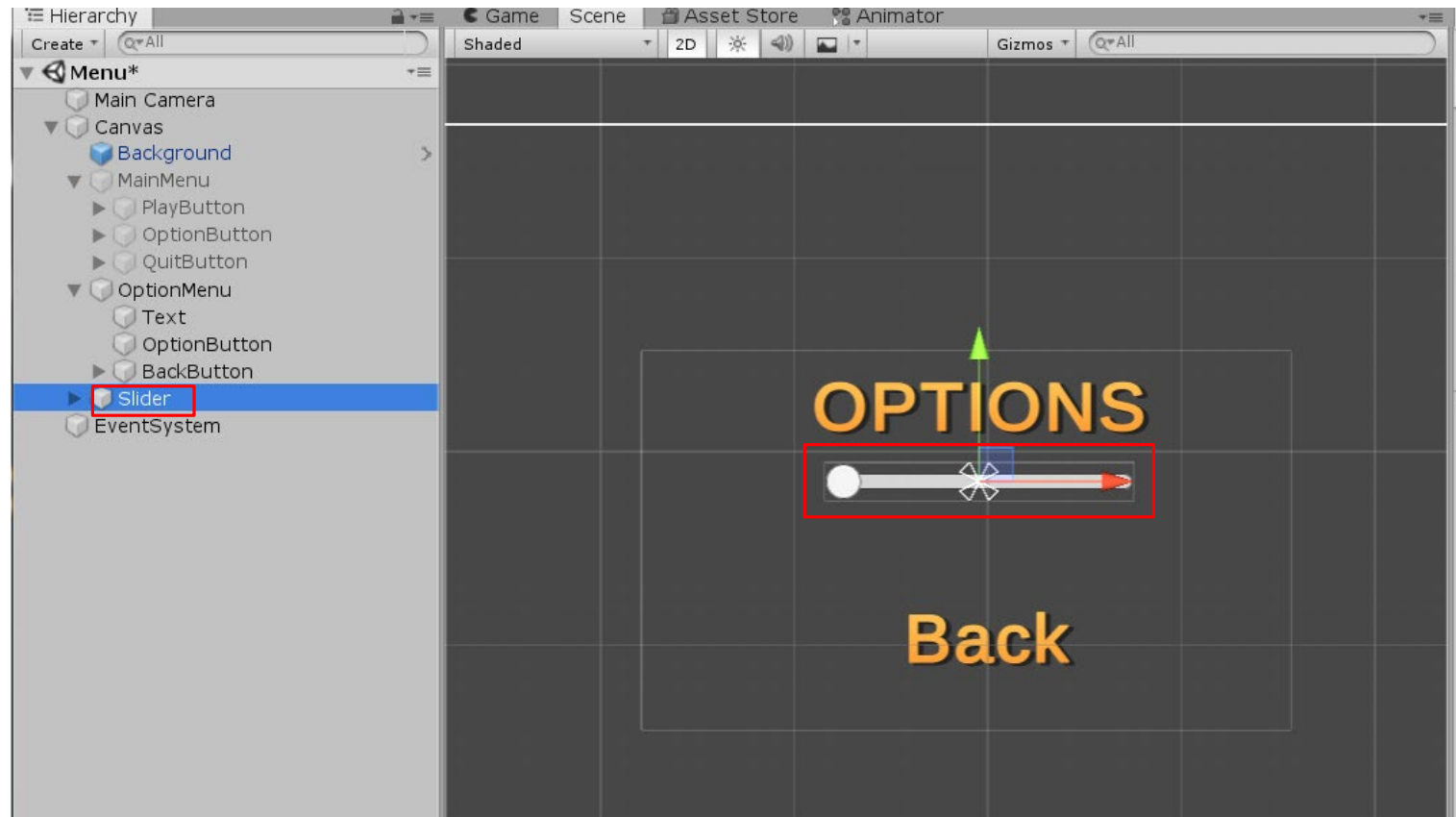
Disable MainMenu



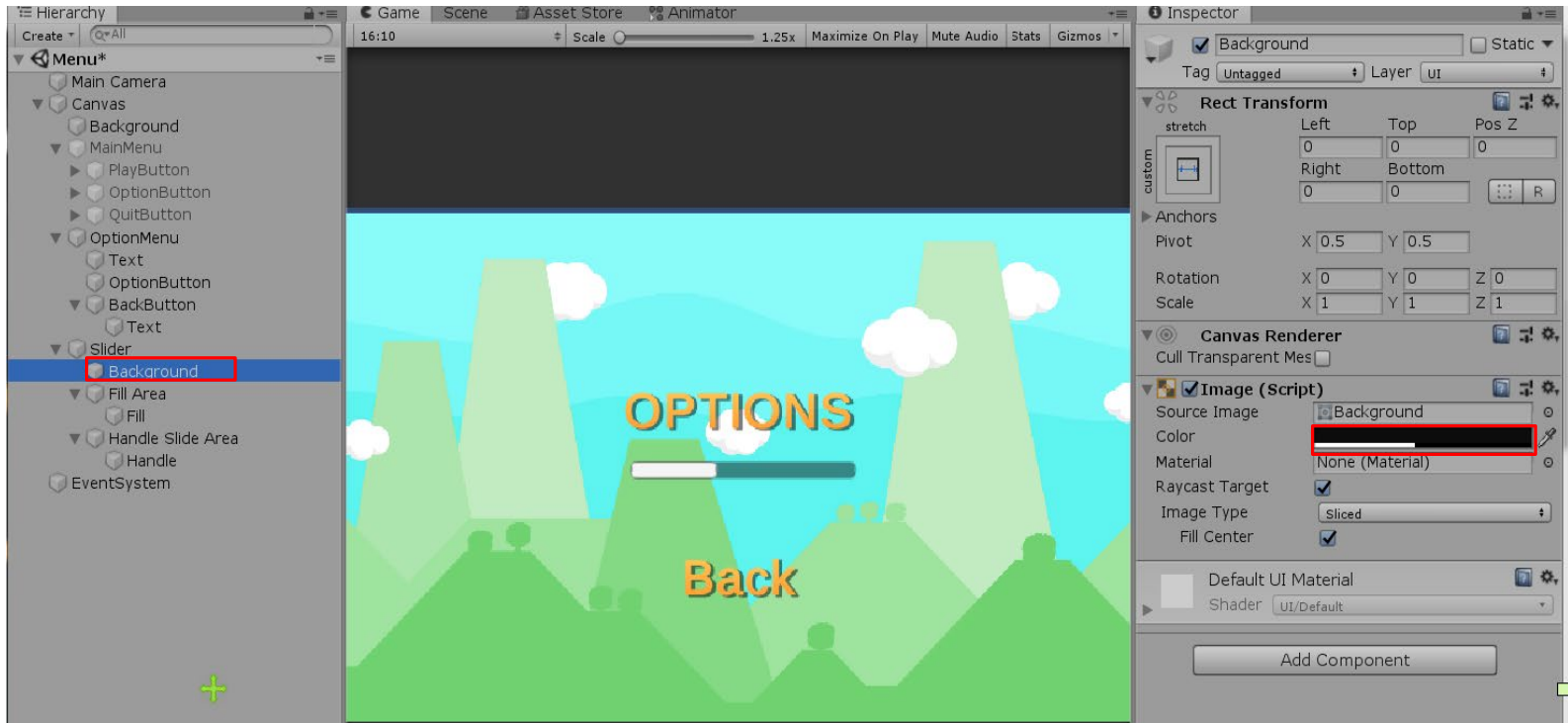
1. 把OptionMenu底下的text拖曳到OptionMenu底下
2. 刪除PlayButton
3. 修改QuitButton命名為BackButton



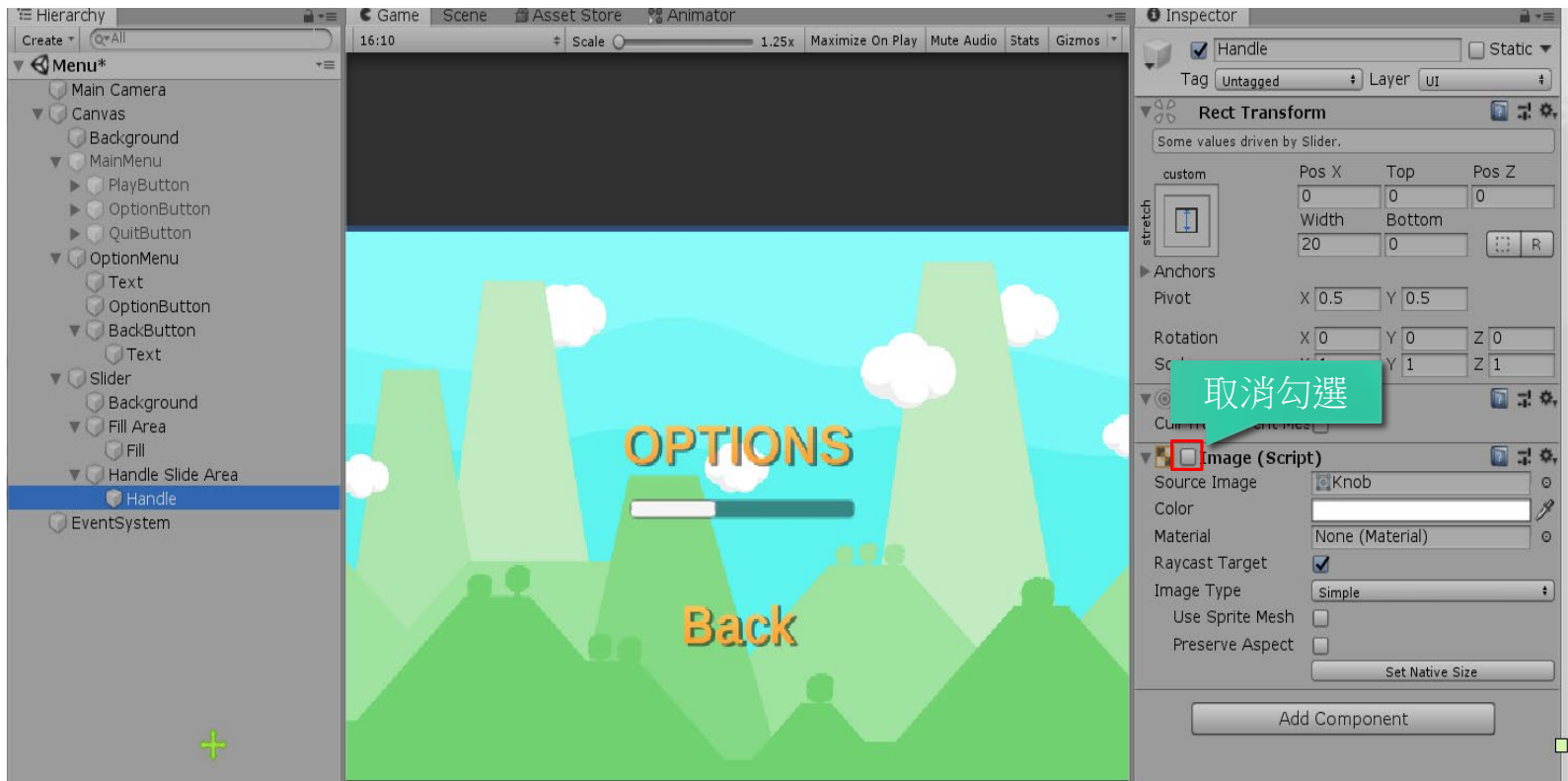
選Canvas->UI->Slider



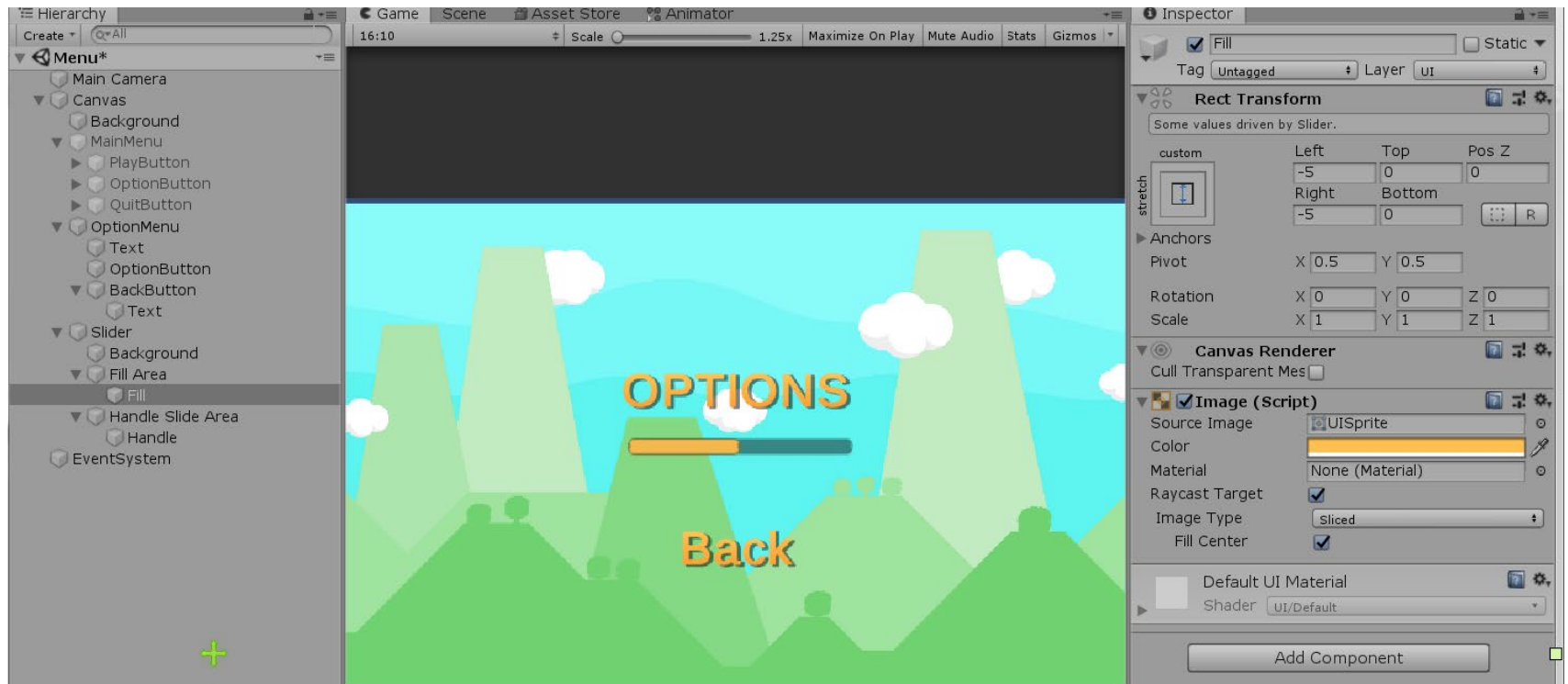
調整Slider->Background 選Color黑色,Alpha設定200%



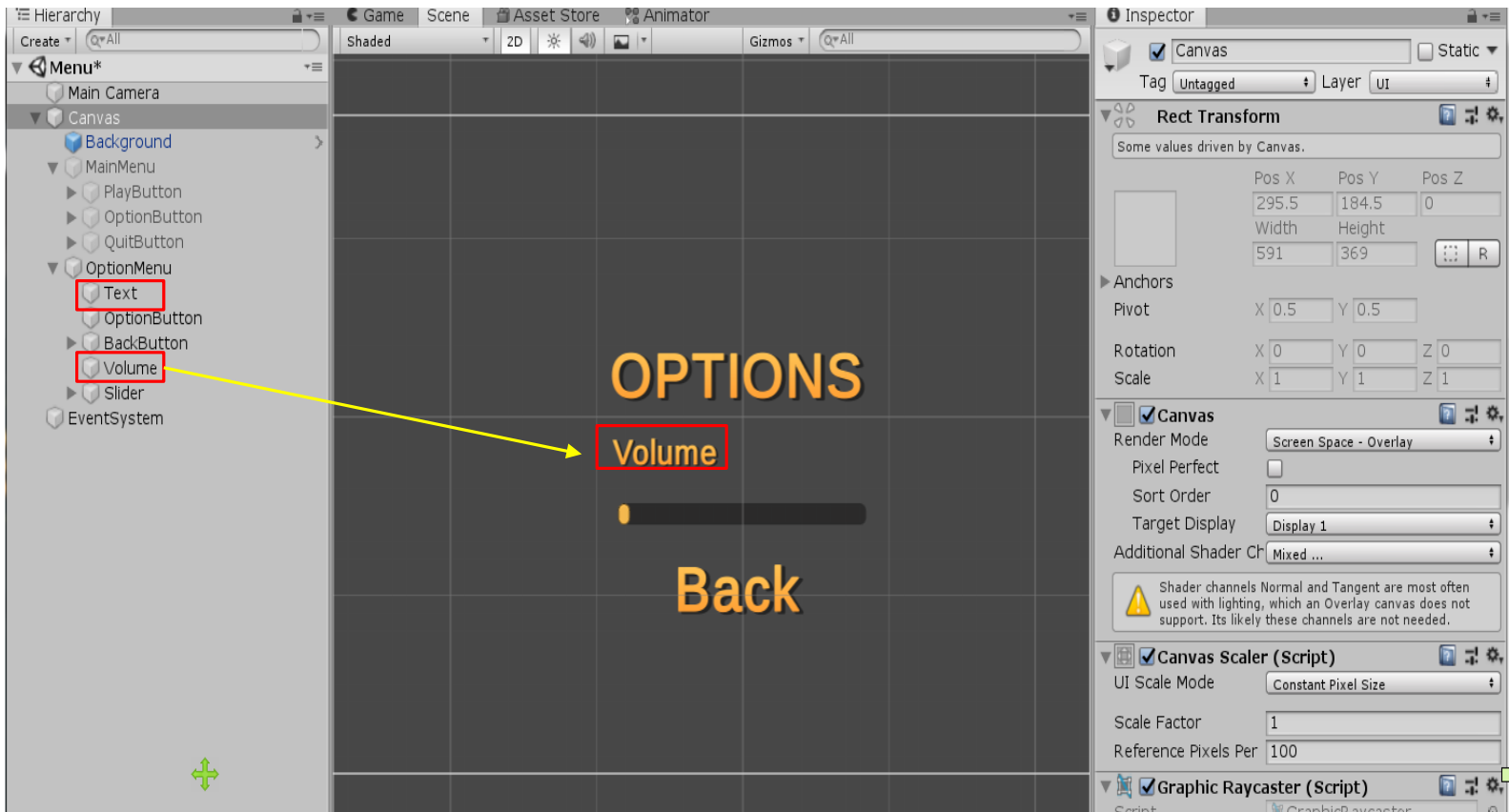
取消Handle的Image(Script)



Fill->Color->滴管->選金色



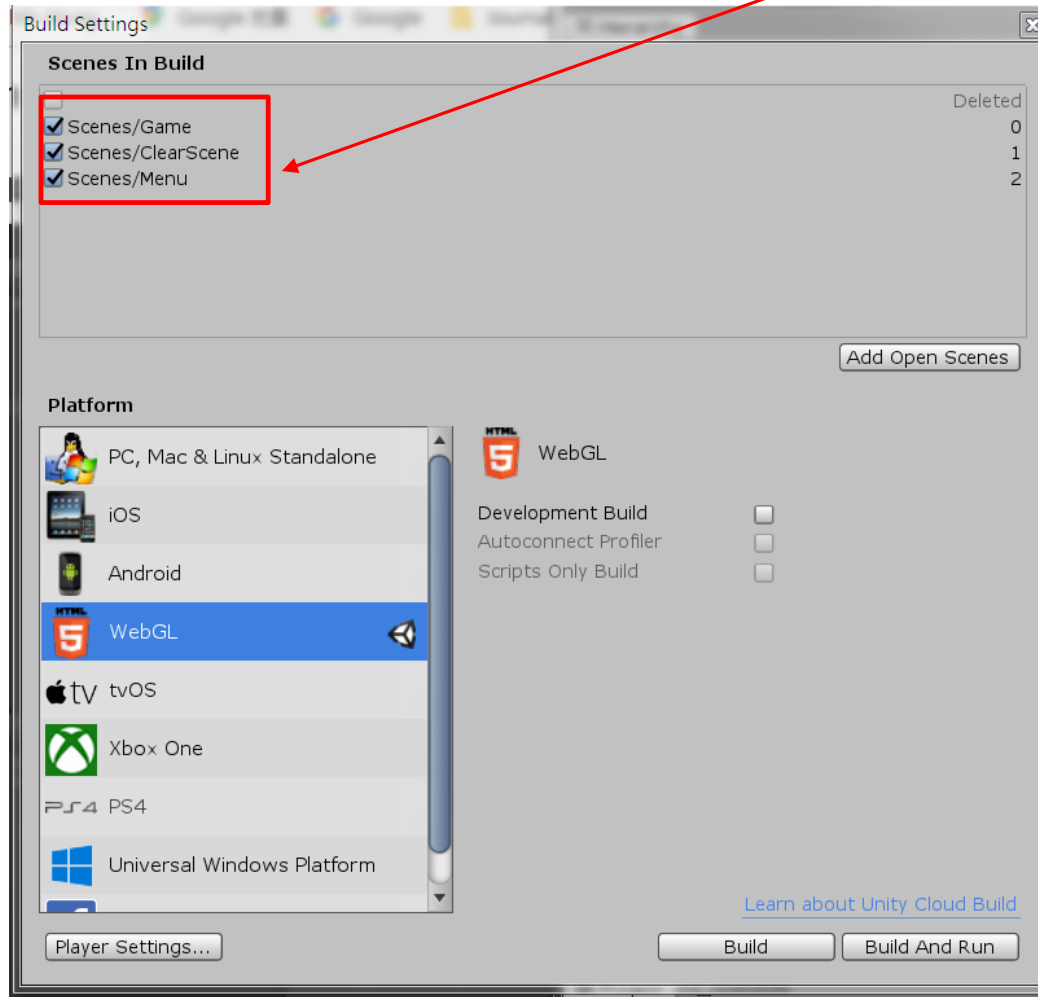
複製OptionMenu底下的Text->Volume Text，並移動至Slider上面



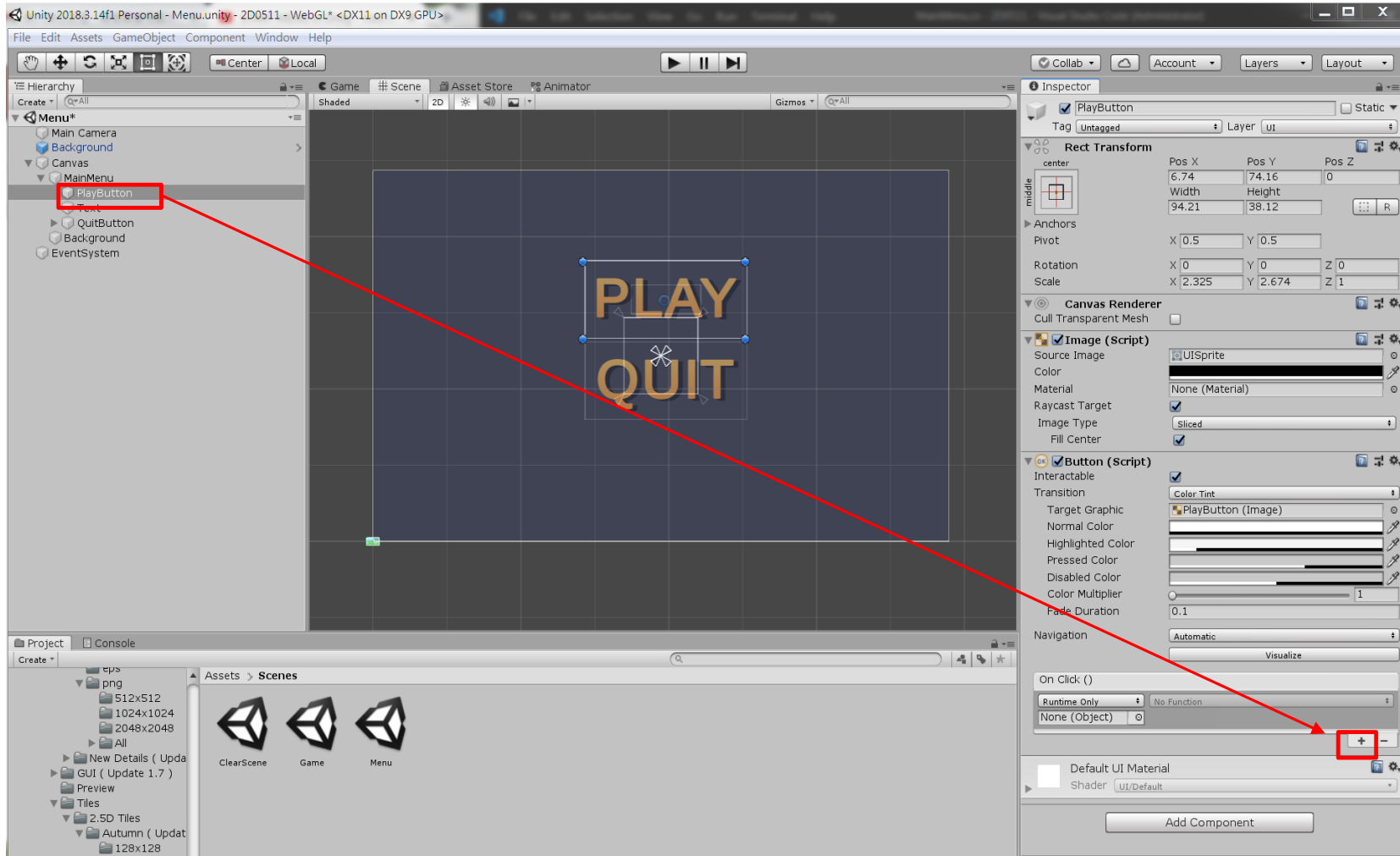
替MainMenu物件添加 MainMenu.cs程式

```
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



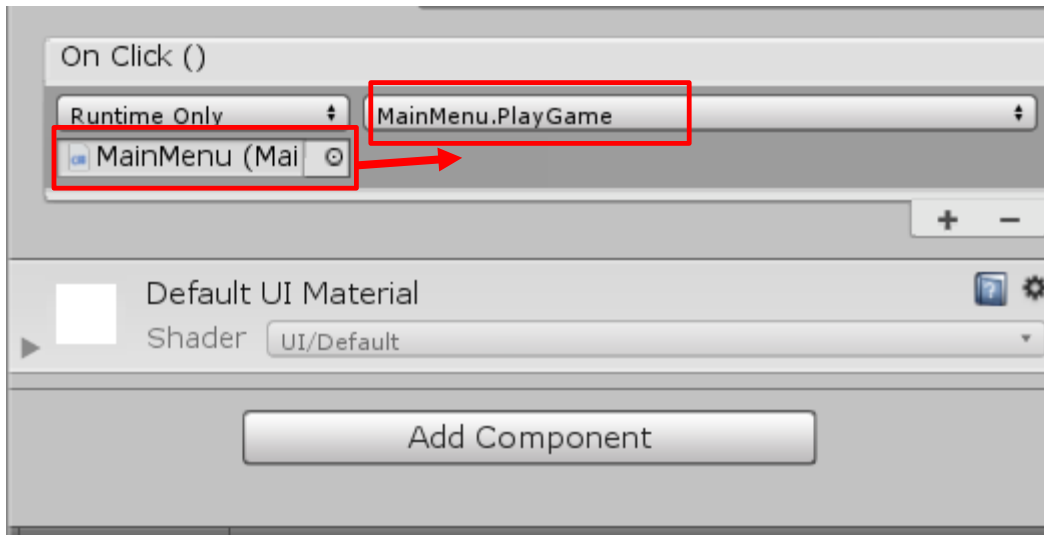
替按鈕添加動作 選取PlayButton



設定按鈕啟動動作

拖曳MainMenu物件

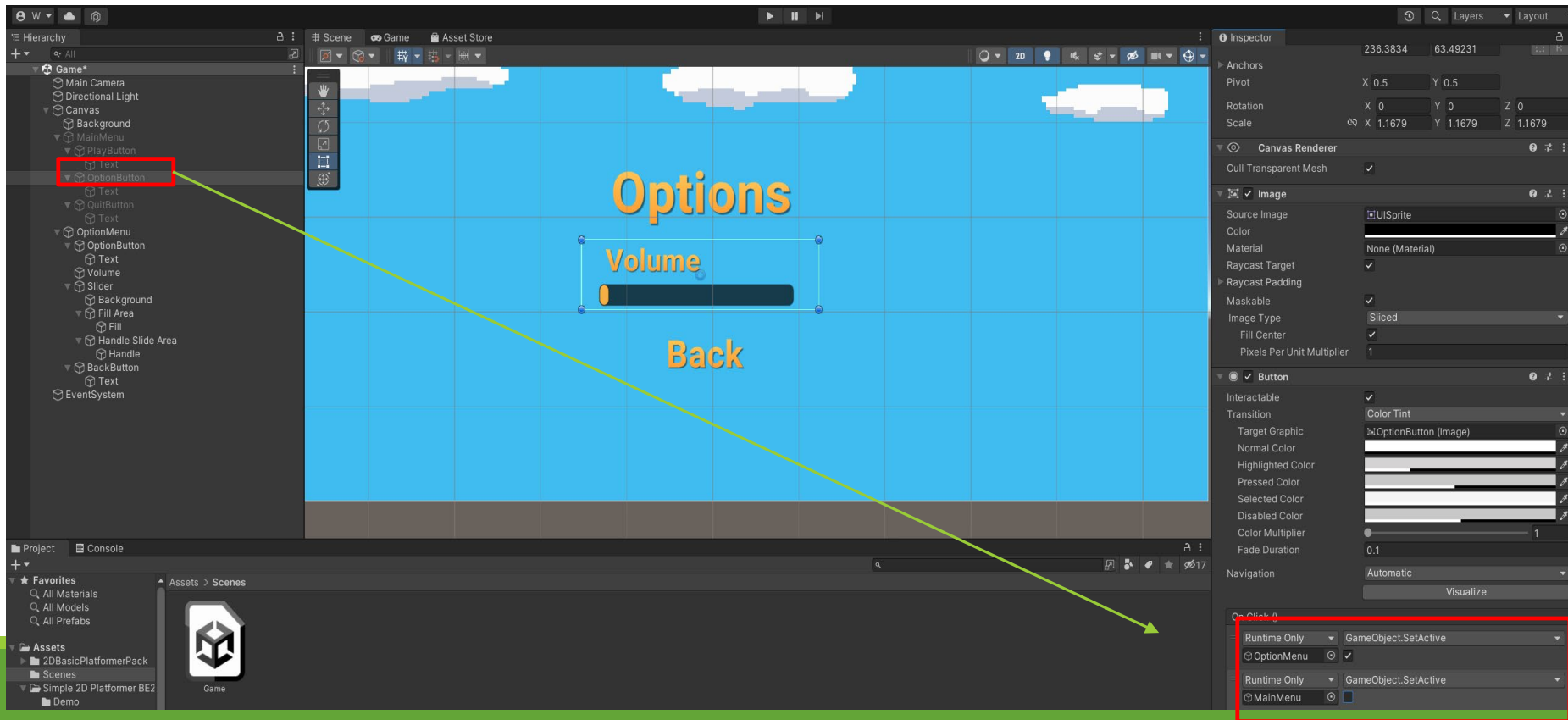
選取PlayGame()



MainMenu Optionbutton

On Click-> Option menu-> GameObject->Set Activate (打勾)

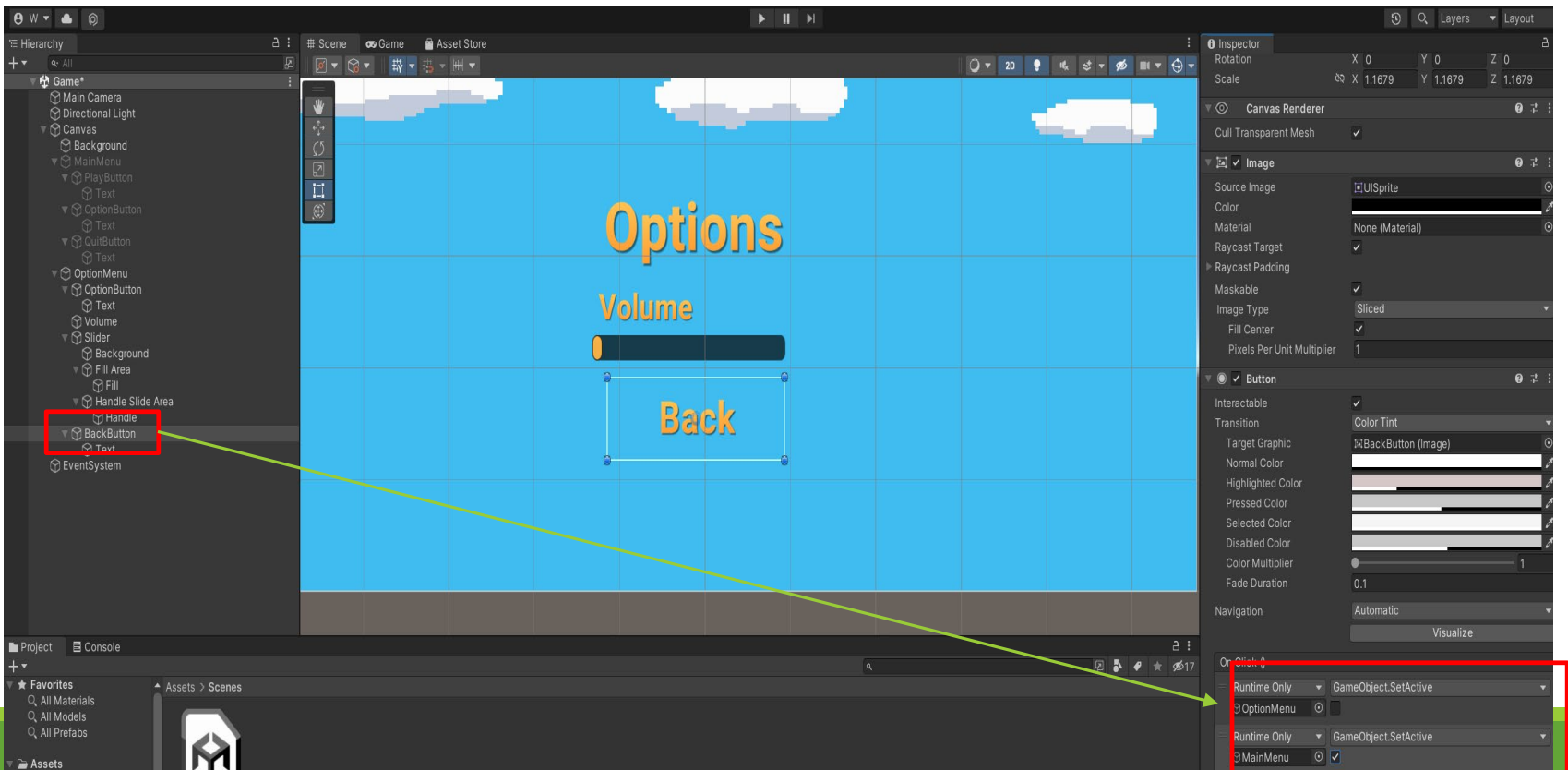
On Click -> Main menu -> GameObject -> Set Activate (不勾)



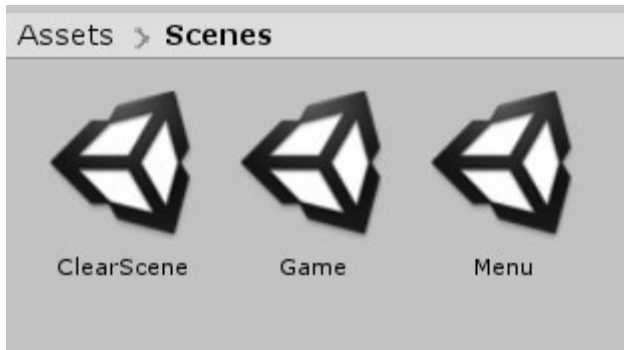
Option Menu backbutton

On Click-> Option menu-> GameObject->Set Activate (不勾)

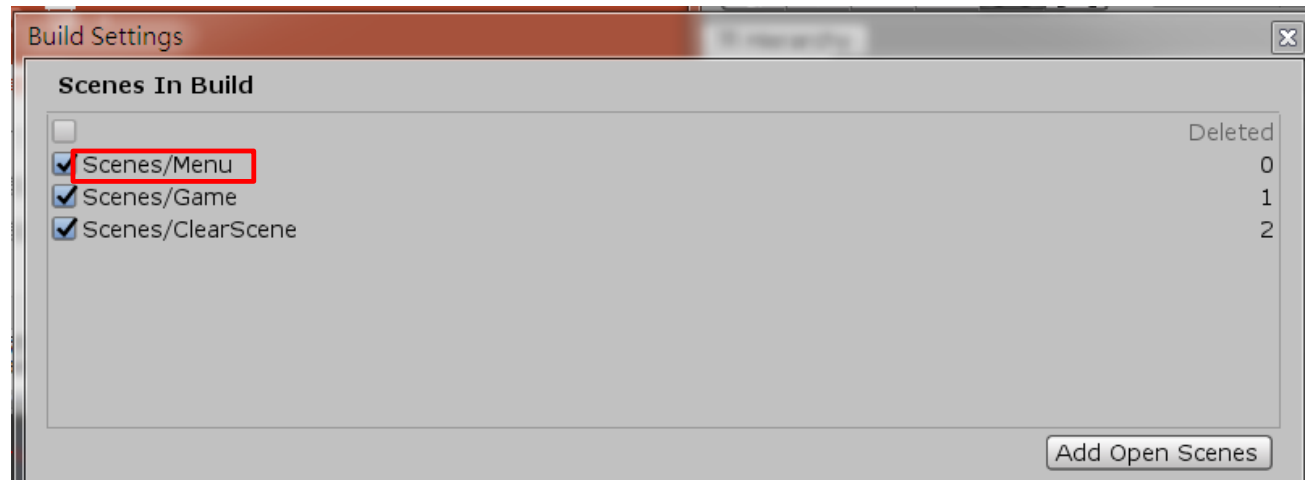
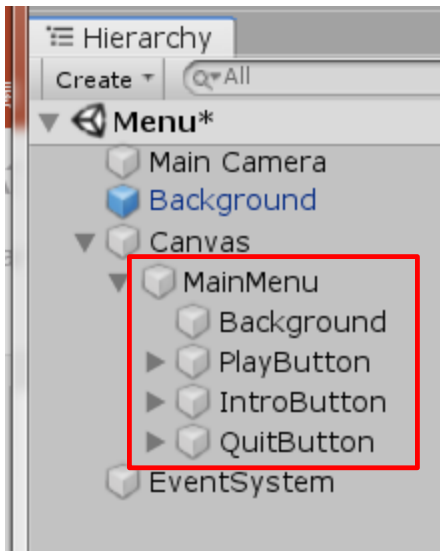
On Click -> Main menu -> GameObject -> Set Activate (打勾)



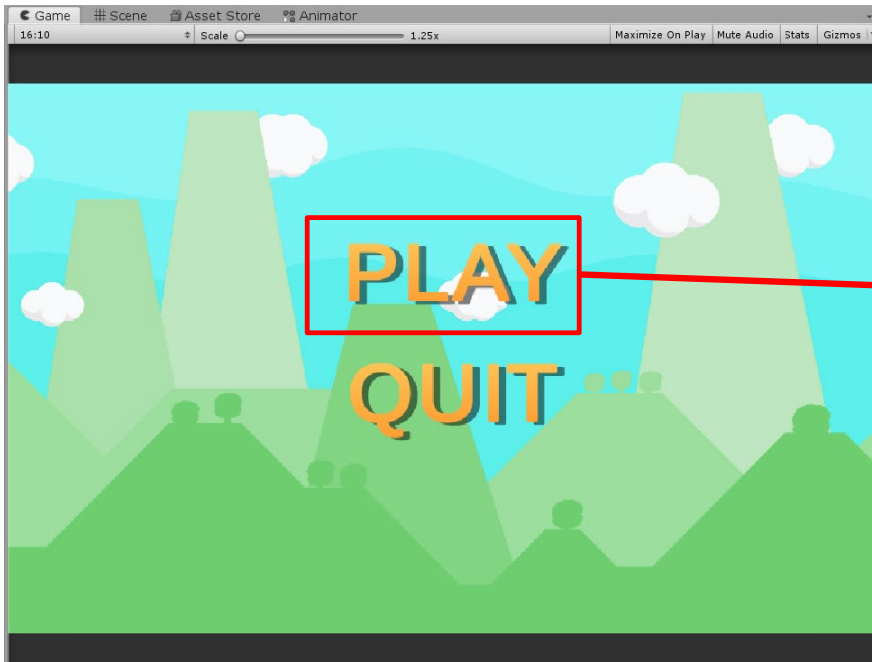
Scenes裡面要有三個場景



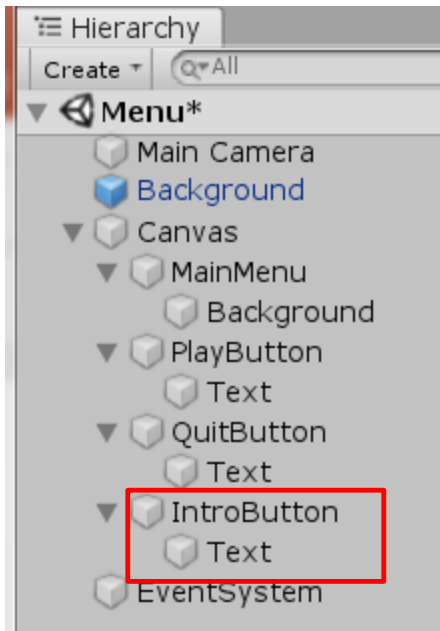
確定一下以下安排



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