

Easy Main Menu :

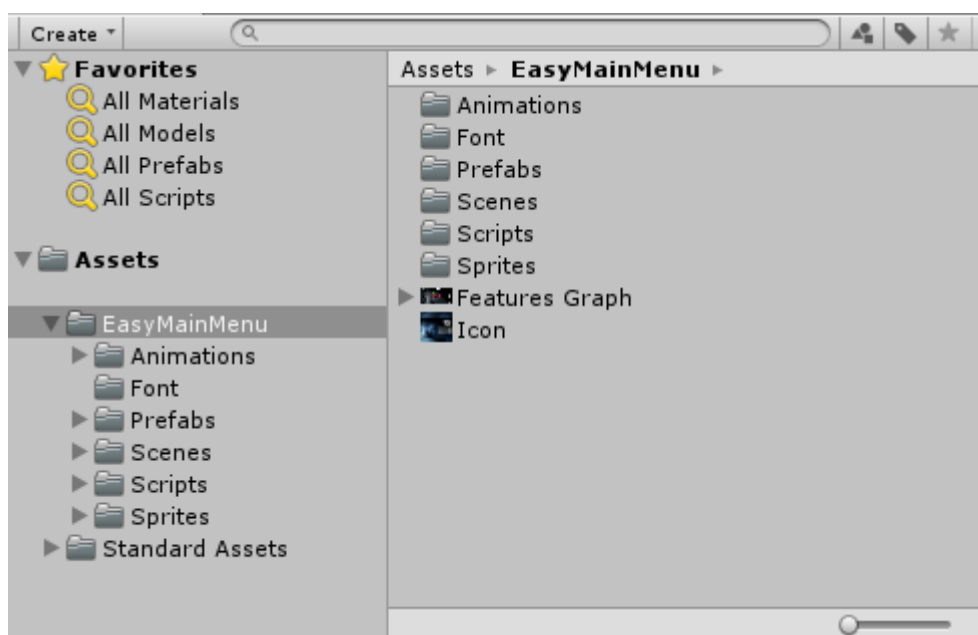
Hi, Thank You very much for buying our **Easy main Menu**.

Below you will find everything you want to know regarding re-skinning and setting up your own Main Menu in a few minutes.

I recommend watching my YouTube tutorial which covers everything : <https://youtu.be/o3oD4C1-2wg>

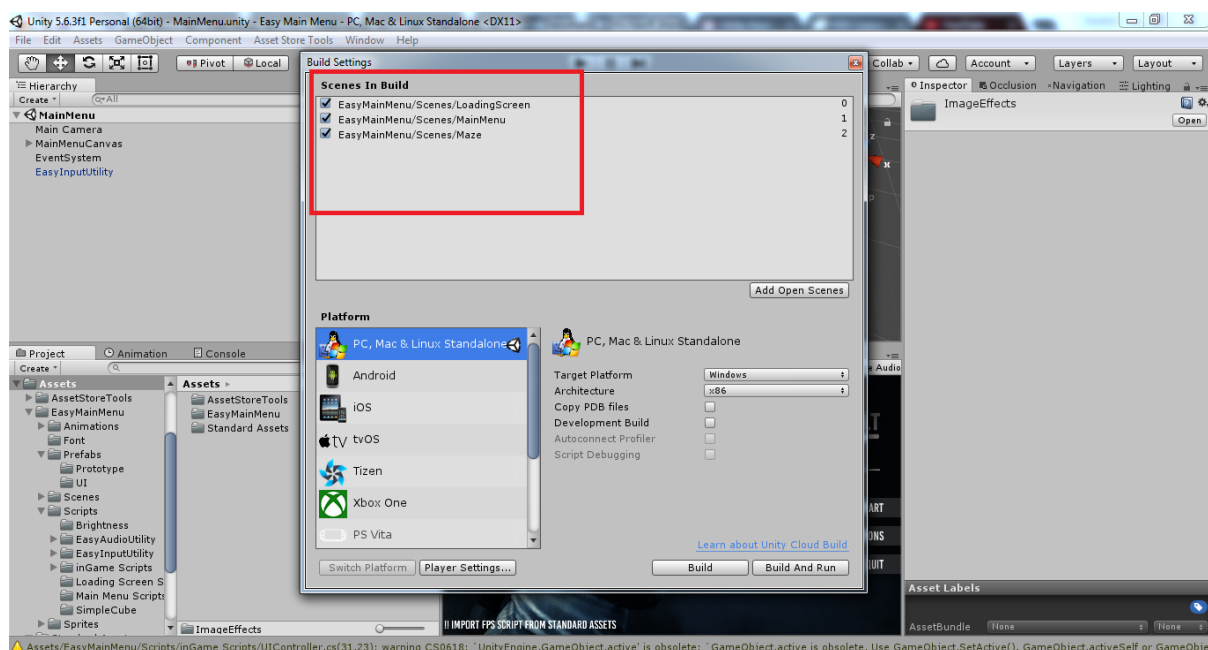
However, you can follow below steps as well :

1. When you will import the Easy Main Menu, you will get something like this :



You will notice that there are a few errors that pop up if you don't have Standard Assets already. To remove these errors please Import "Effects" in the Standard Assets > Effects.

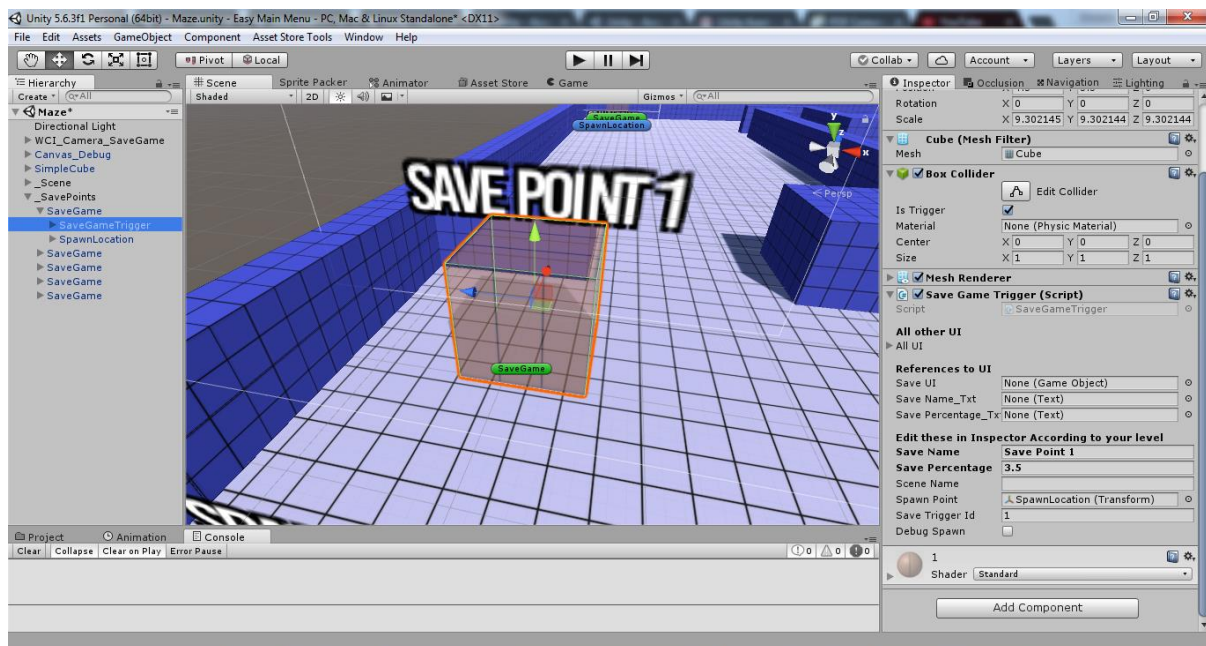
2. Now, after all the errors are gone, open the **Build Settings** (Ctrl + Shift + B) and make sure all 3 scenes are added in the Build Settings.



3. Now open the **Loading Screen** scene from the Scenes folder.
4. Hit Play!

This is it!!! Now you can move between scenes, play the demo scene and do pretty much everything present in the Package.

Setting Up New Save Game Object :



I recommend watching my YouTube tutorial regarding this topic : <https://youtu.be/w3BMF94zF6Q>

However you can follow below steps as well :

1. Create a 3D Cube and make sure you have its collider checked as “Is Trigger”.
2. Add the script **Save Game Trigger** to this object.
3. Now, leave everything un-assigned besides the last 5 parameters which are :
 - **Save Name** : Type the name you want to show in the Save Game UI.
 - **Save Percentage** : It is the game completion percentage you wanna show in the Save Game UI.

- **Scene Name** : Leave it blank. It will be filled automatically at runtime.
- **Spawn Point** : This is the transform location corresponding to this Save Game Trigger. This is the position where the player's position will be set automatically when the scene starts. Please see the demo scene for better understanding.
- **Save Trigger ID** : This is the MOST IMPORTANT VARIABLE and every save game trigger script must have different save trigger id in order to work properly. So make sure all your save triggers are assigned a unique ID to avoid any discrepancy.

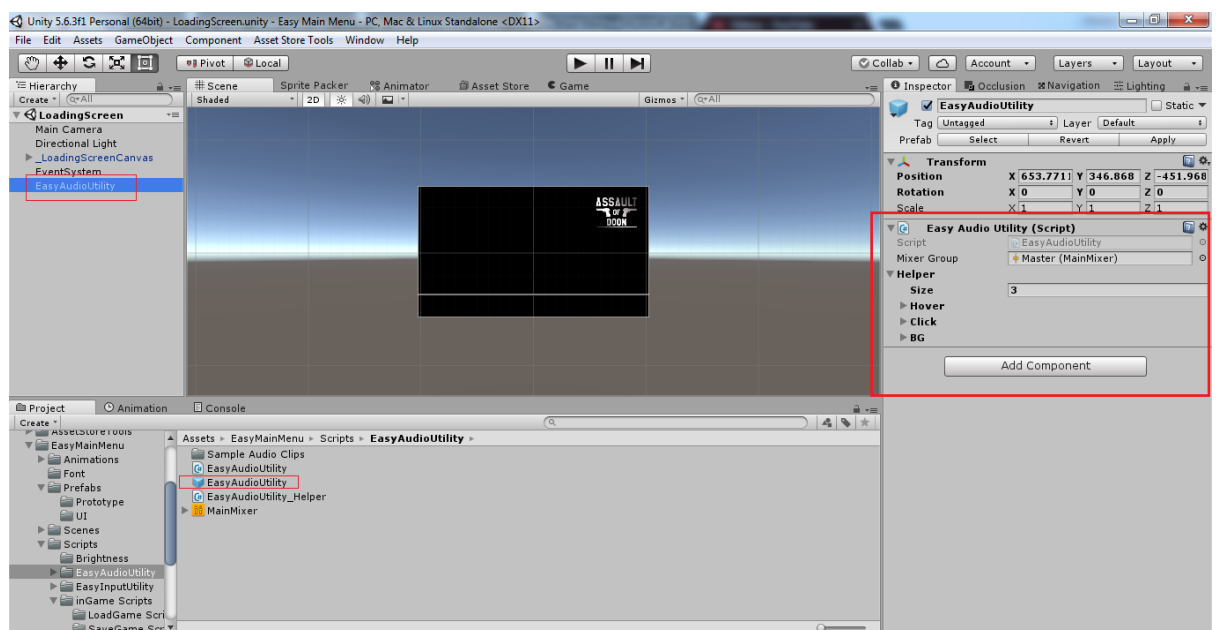
Using Easy Audio Utility :

Whenever you want to play an Audio in your game(besides this Main Menu) you can use our provided Easy Audio Utility prefab / script.

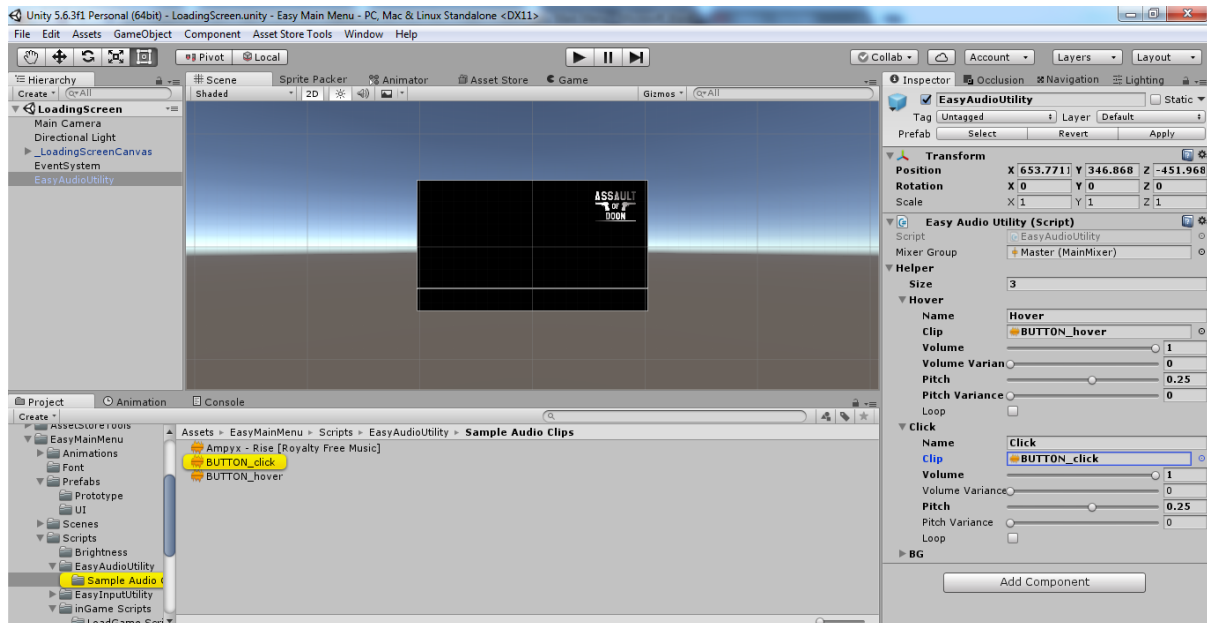
You can see the setup here : <https://youtu.be/oDJndEc5zJk>

Or you can follow below steps :

1. Drag the prefab into your first scene of the Build Settings (here it's Loading Screen)



2. Add all the Audio Sfx you want to play like below :



3. Now, just in the scripts write this magical line whenever you want to Play your Audio Sound / Clip:

`EasyAudioUtility.Instance.Play("Click");`

4. Of course, replace the "Click" with the Name of your clip.

5. That's it! 😊

THANK YOU :

Each and every line of code is well commented so you don't have to fight understanding what's been written.

Please watch respective YouTube videos if you won't understand anything :

Save Load : <https://youtu.be/w3BMF94zF6Q>

Graphics Settings : <https://youtu.be/Qs-jh8G1uhl>

Audio Utility : <https://youtu.be/oDJndEc5zJk>

There are already pre-made prefabs in the package, just drag and drop them and you are good to go!!!

Again, if you find anything difficult to set-up you can always watch the tutorial or still if there's anything you won't understand, please contact me :

walledcityinfotech@gmail.com

Everything else is set-up on its own, you can go ahead and play the scene. 😊

You can use all the assets provided inside the Package for your commercial use, no need to mention us in the credit. 😊

You can always support us by buying our other assets or by referring our assets to your friends / colleagues if they helped you in any case. 😊