Week 6, Video 1: Start Menu

A Truly Unreal Curriculum

Overview

Lecture: **Week06_Video01_StartMenu**

The objective of this lecture is to extend knowledge of UI from past lectures and apply it to create a splash screen for the game, Pong.

Outcome

Students will have learned how to create a start menu to show when the game starts.

Designing the Menu

- Right-click in the Content Browser and select Level under Create Basic Asset. Rename the level *"Main Menu"*
- Right-click in the Content Browser and under User Interface, select Widget Blueprint.
- Rename this *"Main Menu UI"* and double click to open the Widget Designer
- Drag and drop a Text widget from the Palette panel
- Rename the text to say *"Pong",* increase the font size and place it in the centre of the dotted frame
- Drag and drop a Button widget from the Palette panel and place it below Pong
- Increase the button size, add a text widget over it which says *"Start Game"* and change the text colour so that it is visible

Scripting the Menu

- With the Main Menu UI widget selected, open the Level Blueprint which can be accessed from the Blueprints drop-down menu on the toolbar
- Drag out an output wire from the white triangle output in the EventBeginPlay node and place a Create Widget node
- In the Create Widget node, set the Class to Main Menu UI
- Drag out an output wire from the blue return value output of the Create Widget node and place an Add to Viewport node

Adding Functionality to Menu

- Open the Main Menu UI Widget Blueprint and click on the Start Game button
- In the Details Panel on the right, scroll down to Events and select the On Clicked option
- Drag out an output wire from the white triangle output in the On Clicked (Start_BTN) node and place an Open Level (by Object Reference) node
- Set the level on the new node to Pong_MainGame to refer to the Main Game level you created at the beginning of the course

Changing Maps & Modes Setting

- Open Settings from the Toolbar at the top and open Project Settings
- Scroll down to Maps & Modes under Project
- Under Default Maps, change both the Game Default and the Editor Startup Map to MainMenu using the dropdown box
- This will tell Unreal to launch the Main Menu whenever the game is opened and played