

# Inside Unity 3D Programming...

## Lesson 7: End Game

### Essential Question

How is a game tested within Unity environment?

### End Screen

#### Create the end screen

Create a **New Scene**. Save it as **end**. Now we have a blank game world to create in again. Notice that three scenes now exist in the **Project** panel.

Start with the background again - find the **end\_screen** image asset and create a new **Empty** Game Object with a **GUITexture** component using it. Adjust it in the same way as before.

Create an **Empty GameObject**, name it **UI**, just like before so that we can be organized.

This screen needs two buttons - the play button and the quit button. Create object with **GUITexture** component for each using the **play** and **quit** image resources. Position the two buttons so that they both reside within the dark brown plate in the background image.



For the **play** Game Object, assign the **PlayButton** script that we have already written. They will do the same function so why create another script? It is unnecessary.

For the **quit** Game Object, create a new **Javascript** named **QuitButton** and assign it to the object. Open the script in Mono Develop and add the code below. It is very similar to the **PlayButton** script. Don't forget to save it.

```
PlayButton.js * QuitButton.js *
QuitButton * OnMouseUp()
1 #pragma strict
2
3 function Start () {
4 }
5
6
7 function Update () {
8 }
9
10
11 function OnMouseUp () {
12 // on left mouse click quit the application
13 Debug.Log("Good bye");
14 Application.Quit();
15 }
```

### Description

#### Working On:

Project Name: Ball Bouncer

- Building the games flow through the end screen.
- Starting to use Empty Game Object for organizational purposes.
- Setting up proper Depth in the UI so that all UI elements render properly.

**Lesson Specific College and Career Readiness Standards addressed for your state can be found [here](#).**

### Materials

Unity

### Notes/Lesson Plan

See Teacher Resources

### Assignments

Module 2 Unity Basics Quiz

Quiz

Lesson 7 - End Game - Upload

Project

Add Assignment

Manage Assets

## Module 2 Unity Basics Quiz

### Description

This quiz covers concepts introduced in tutorials and challenges. Being familiar with basic Unity navigation and terminology is important as you start to build games.

### Instructor Note

Topics are from all lessons but primarily lessons 4 through 7.

Question 1:

What is a game level called?

- Room
- Level
- Slide
- Scene

Question 2:

Which panel holds Assets and Packages?

- Scene
- Project
- Hierarchy
- Inspector

Question 3:

Which panel lists the objects in the current scene?

- Hierarchy
- Inspector
- Scene
- Project

## Lesson 7 - End Game - Upload

### Description

Upload your Ball Bouncer game after completing this module.

### Instructor Note

Give students credit for the guided lessons in this module.

Use applicable rubrics for assessment.

Question 1:

Upload your compressed (.zip) Unity project here. The filename should include "BallBouncer" and your initials.

Choose Files No file chosen

Save