

Assignment 4: UI

98-127 Introduction to Game Development in Unity

<https://www.gamecreation.org/course>

OUT: 11:59pm, 28 Feb, 2026

DUE: 11:59pm, 15 Mar, 2026

Description

UI is often an underprioritised aspect in game development, even though we definitely need it to tie different parts of the game together. In this assignment, you will implement a main menu screen and a pause screen to tie the gameplay loop together, allowing players to start, stop and quit the game organically.

Instructions

- **Submitting your work:** You will submit a screen recording of your implementation to the corresponding channel in the course discord, either directly if the file is small or as a google drive link if it's too big to be sent directly.
- **Late-work policy:** No late days are provided. You will incur a 10% penalty for every day that you submit late. The penalty starts immediately after the deadline and increments every subsequent day at 11:59pm. Do pay attention to the deadline and submit on time.

Rubric

Criteria		Grade
Visual	Your UI includes all expected visual components. For instance, the main menu has a title and a "start game" button, and the pause menu has "resume," "quit to menu," and "exit game" buttons.	3
	UI responds reasonably to changing of aspect ratio [Show by changing aspect of game window]	3
Logic	Set up the expected behaviours for UI	
	Start game and quit to menu buttons should correctly load the desired scene	1
	Bringing up the pause menu should pause the world (setting timescale to 0 covers most cases) and disable non-UI player inputs	2
	To quit the game, use the <code>#if</code> directive to check cases (e.g. editor or application) and call different functions as necessary. [Only need to show behaviour in editor]	1
Total:		10