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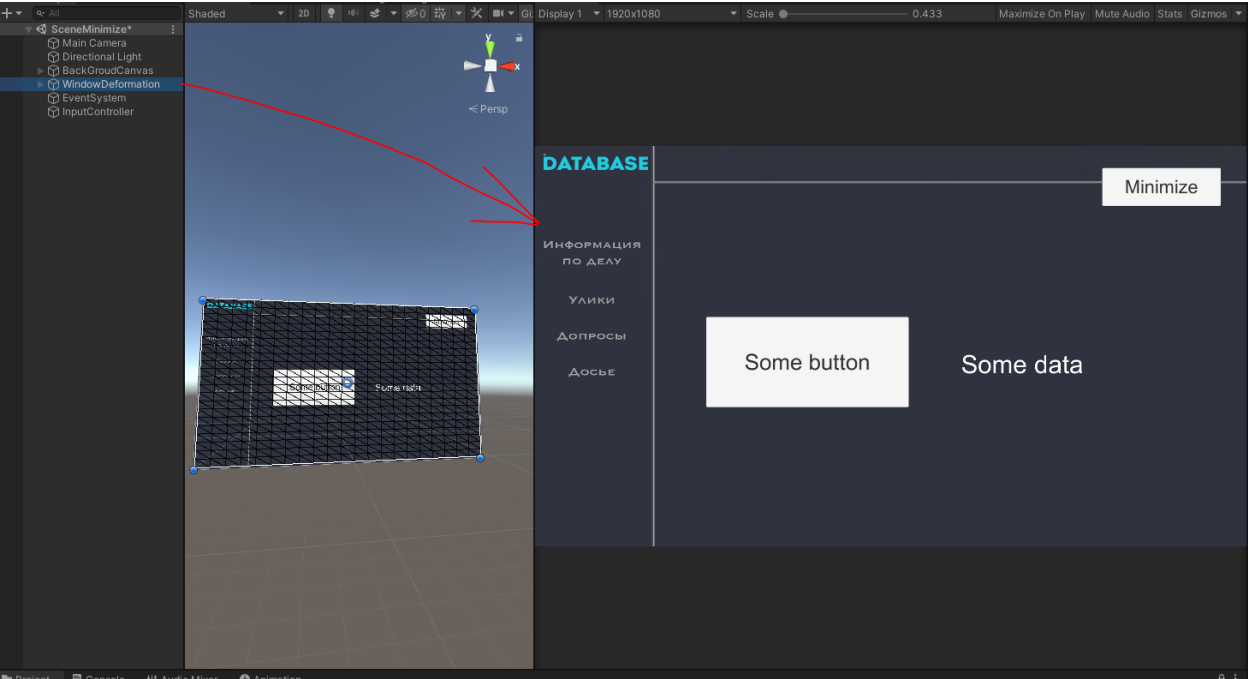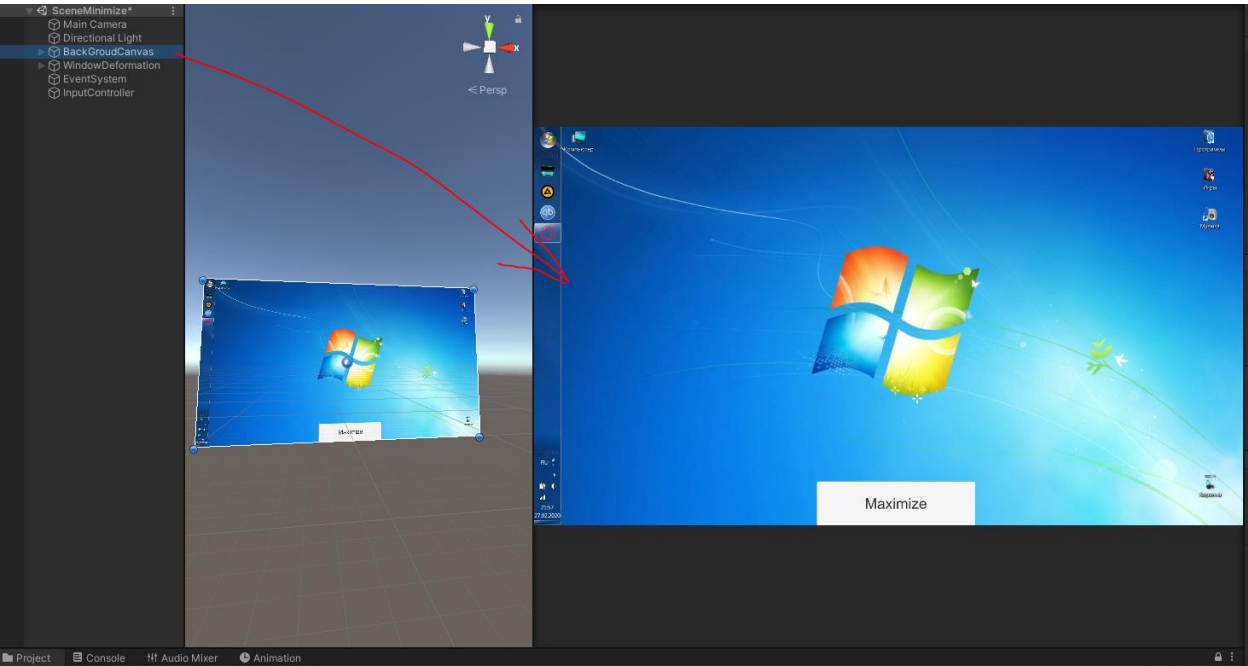
UI Elements

- the window that will collapse WindowDeformation GameObject

- in-game background BackGroudCanvas Gameobject

Scripts

1. Demonstration.cs - Created just for an example of some UI work to show that the window displays up-to-date information when minimized.
2. InputController.cs - it is used to process button and key presses. When you press ESC, the window collapses, and when you press "1", the window expands. You can also use UI buttons located on the Canvas
3. UICancasMinimize.cs – Main deformation script.
   a. Texture field is the texture which captures when you give the command to minimize the window.
   b. Ywarping & Xwarping is the level of current state of collapsing window.
   c. X & Y segments is the setting the level of dividing Canvsas into parts when it is distorted.

How to check

Open SceneMinimize, run game and press "Minimize" button or press ESC. Then press "Maximize" button, or press "1".

Contacts

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