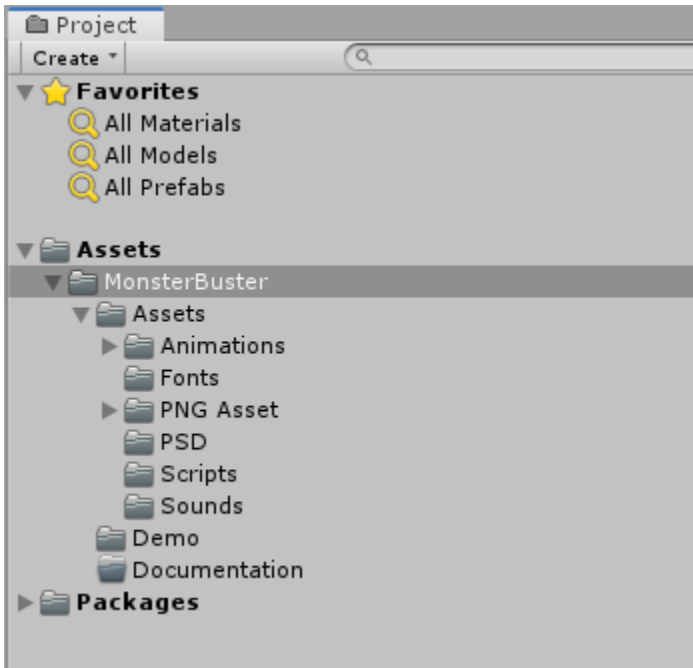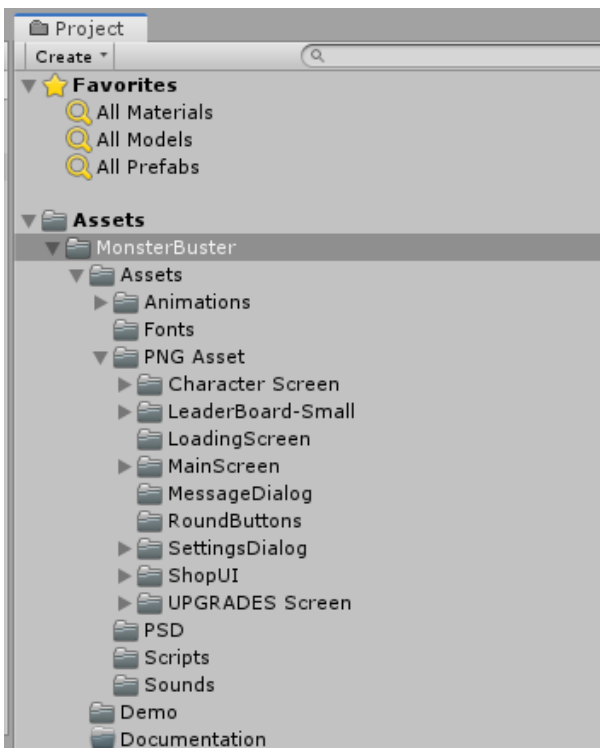# Mobile UI - Casual Games Package

Package Layout

PNG Asset

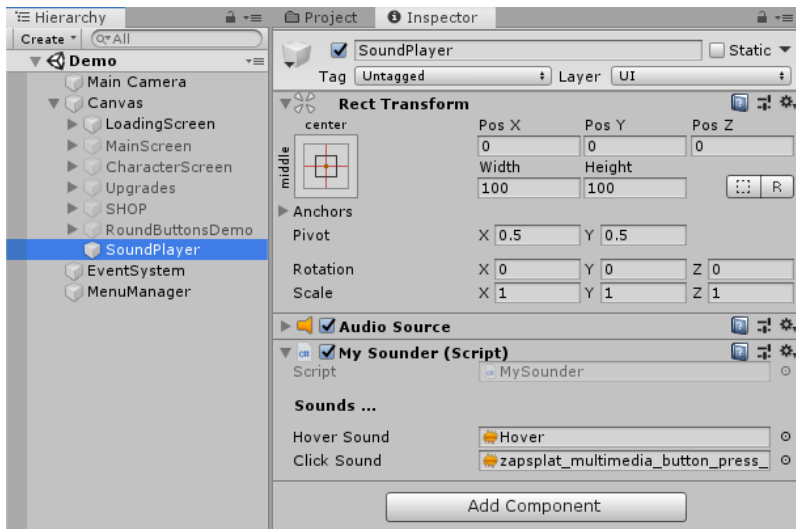You will find png images of the entire screen separately and demo images in separate folder inside each screen folder.

In PSD folder you will find two PSD files one contains Art-Board of all the screens and second one contains the game Name Template (Monster Buster).
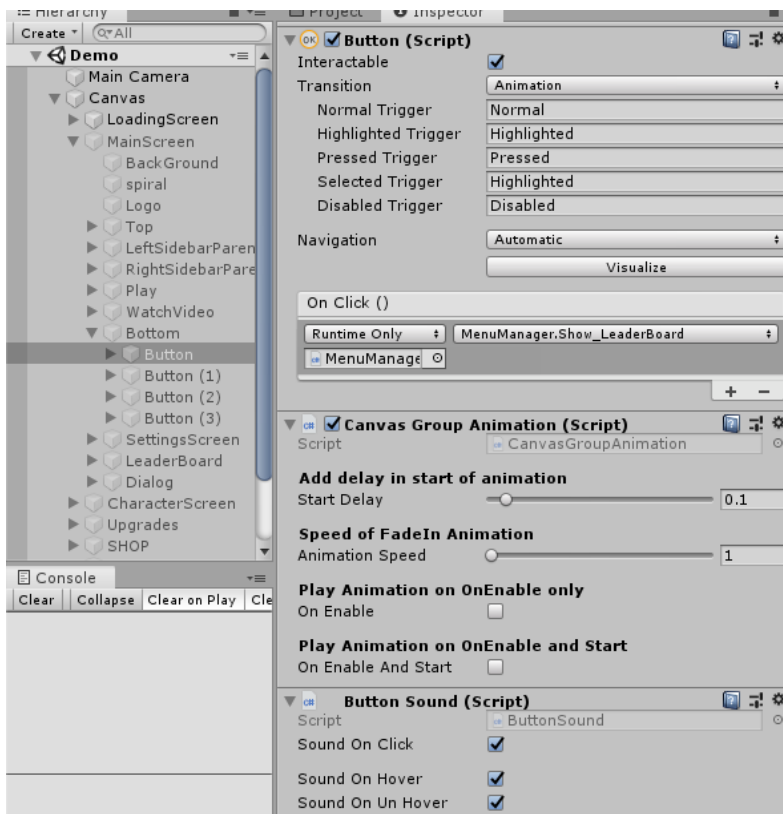
SCRIPTS

- **Mysounder.cs**
  Create an empty GameObject in hierarchy and apply this script on that GameObject so that **_ButtonSound.cs_** script can work.

- **ButtonSound.cs**
  Apply this script on a button or image to add sounds on hover and on click.

- **CanvasGroupAnimation.cs**

  Apply this script on any UI element on which you want to add fade in Animation you can control the Animation Speed ,you can add delay in start of Animation and other settings can be configured like. Play Animation on OnEnable() function or just once in start.