

You'll probably want to replace the UI with something of your own. This guide should help you with all of that.

Slots:

All the slots in the game (inventory, equipment, crafting, etc.) are set up as variants of the Slot prefab, so changing the UI elements in that will change everything else to match by default.

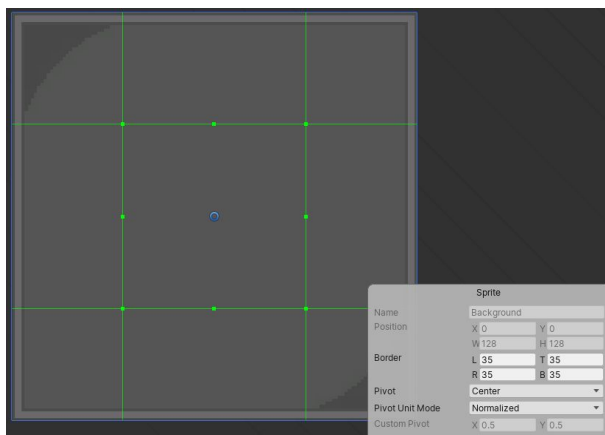
I tried to set stuff up using Unity's Grid Layout Group component as much as possible, so almost everything that contains multiple slots uses that. You're not required to use these by any means, I just think they make things easier.

Sprites:

Most sprites in this asset use what's called 9-slice scaling, which means they can be scaled along the sides while the corners remain the same. If you're not sure what that is, here's a quick example.



If you wish to set your sprites up to do the same, open them up in Unity's Sprite Editor and set the Border variables so you have something that looks like this:



Later, when you drag the sprite into an Image component, set the Image Type to Tiled or Sliced if Unity doesn't change it for you automatically.