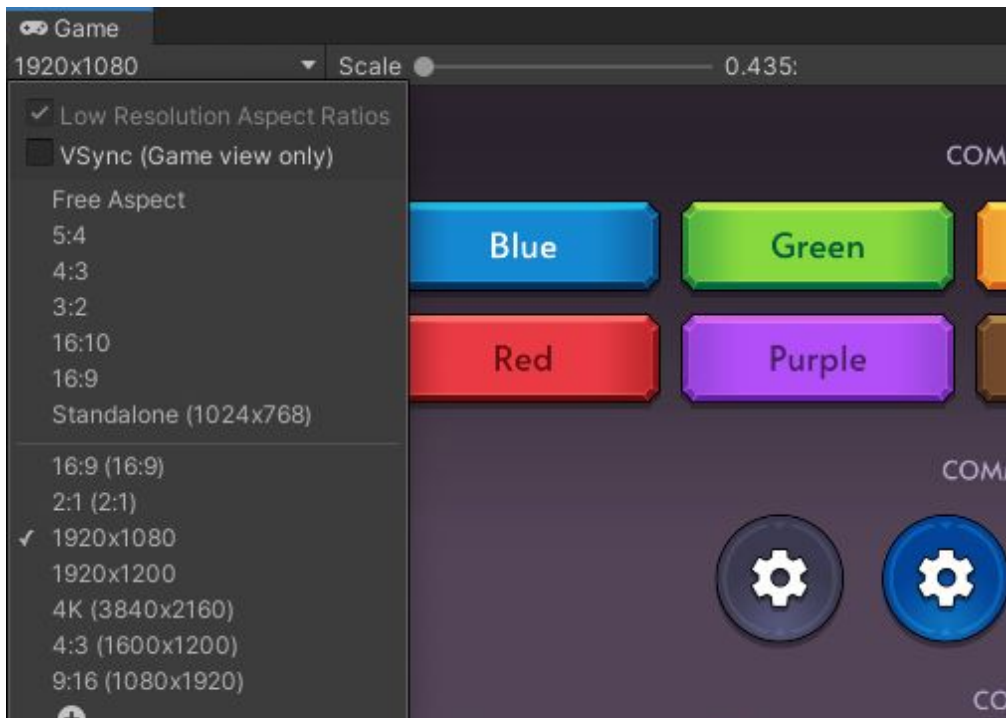# GUI PRO KIT
FANTASY RPG

—

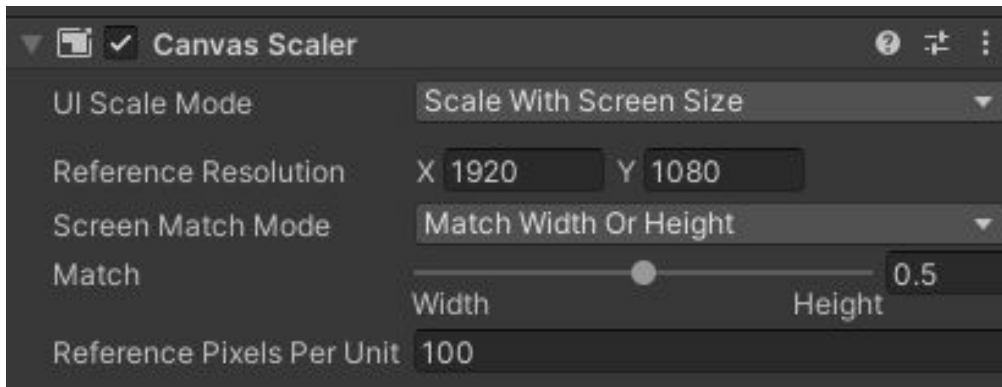## USER DEVELOPMENT MANUAL v1.0.0

1. Package description

- The maximum supported resolution is **3840 x 2160**
- The first production ratio is **16:9**, and all ratios such as **16:10, 2:1, and 4:3 are supported.**
- It is **optimized for mobile.**
- The font was created with **TextMeshProUGUI BitMapFont** and the font used is free.
- The sample project is still unfinished and will **continue to be updated in the future.**
- **Unity UGUI** and **Sprite Atlas** was used.
- The background of all scenes is located in the **'00_Background_Images'** folder.
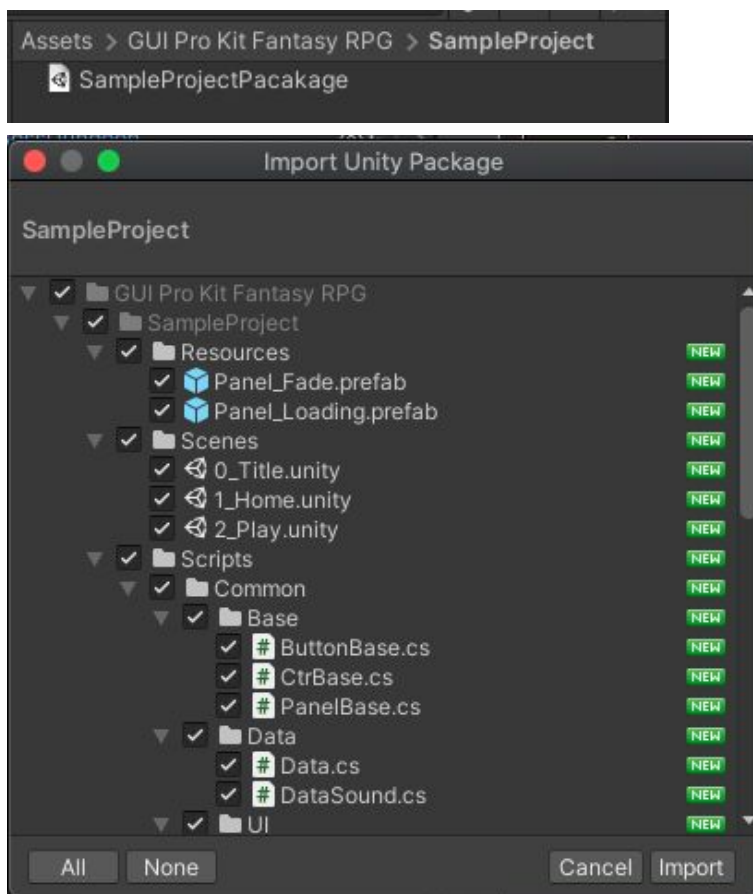
2. Basic Setup

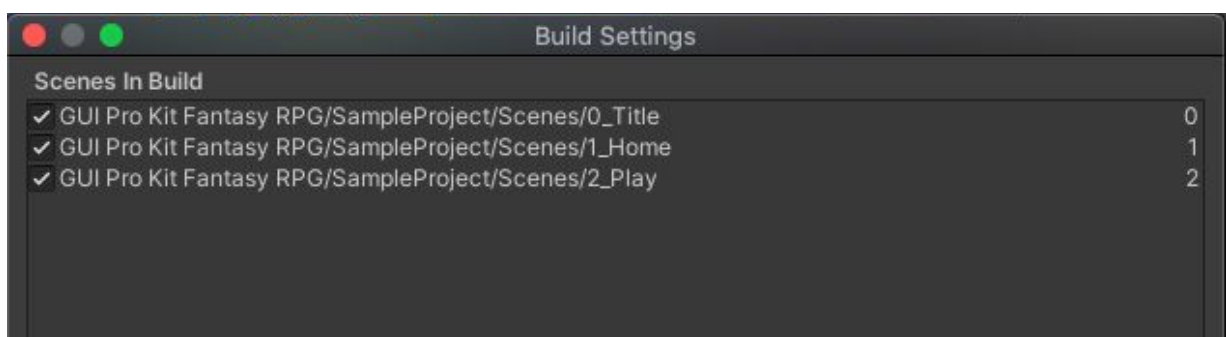## 2.1. GameView 해상도 설정

2.2. Canvas Scaler Settings

3. Importing a sample project

- **The sample project requires a DOTweenHOTween V2 Free version.**
- DotweenHOTween V2 FreeVersion AssetStore Link

  https://assetstore.unity.com/packages/tools/animation/dotween-hotween-v2-27676

3.1. Import Asset > GUI Pro Kit Fantasy RPG > SampleProject >

SampleProject.unitypackage.

3.2. Add the Scene folder of Sample Proejct to Build Settings Scenes In Build.
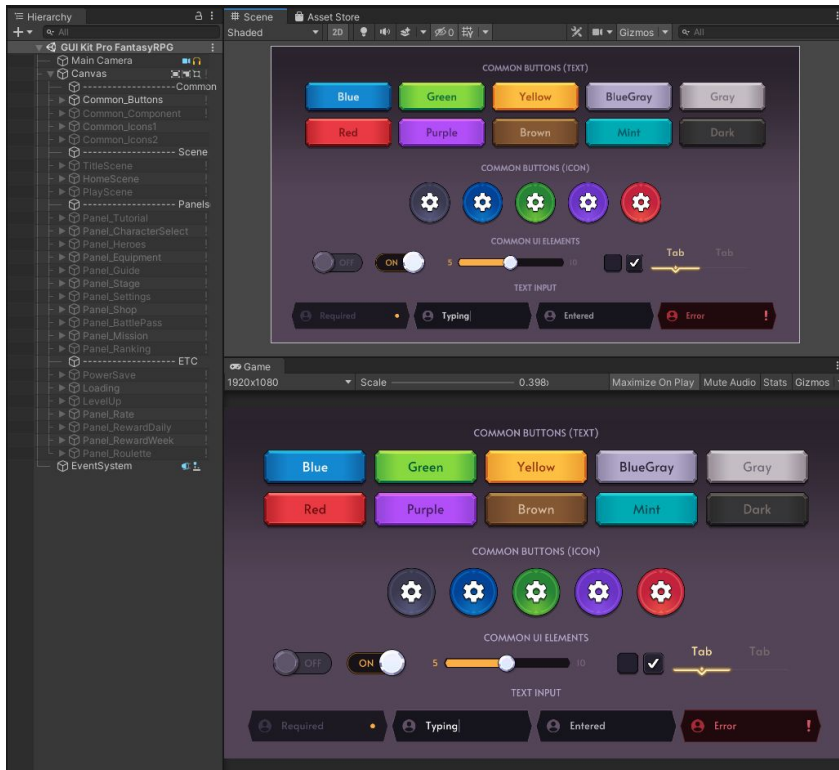
4. Prefabs 모든 UI 프리팹은 아래 경로에 위치해 있다.

- Each common button, common UI, common component, and other frequently used UI is stored as a prefab.
- Panels-All scenes are stored as prefabs.

5. Scenes 모든 UI 프리팹은 아래 경로에 위치해 있다.

- **GUI Kit Pro 'Fantasy RPG'** It is grouped to suit development, and you can check the entire screen and use it directly.

- GUI Kit Pro FantasyRPG_CtrPanle All screens are grouped into panels, and in play mode, you can easily check all the UI with left and right arrow keys or clicks.