EVENTS:

On showing up on screen for first time (on rented)

Pointer events:

On mouse entered

On mouse down

On mouse exited

On data changed (for tooltips?) pass thru data

Hierarchical events?

**Typed Pool: ElementPool<Element>**

External Actors:

Highlights (the big flashy bars that show what is selected)

External Factors:

Many elements movement has delay delta defined

**Don’t disable anything, just move them offscreen (Don’t disable until they are offscreen)**

The rect transform of the currently highlighted element (if there is one)

The screen position of the mouse

Tab selection changes where the elements come from offscreen

Avoid using any canvas layouts and such

Internal Factors:

Boolean for flagging when the ui element is still moving

Design choices:

Drop shadow for Stats like Attack, defence, health(?), magic

Maybe we could use the principle of the scriptable object wrapping for things and wrap up live data using scriptable objects.

Character data structure first. Then display this in a menu