Using raster image assets based around a portrait screen aspect ratio 16:9 / 9:16

Resolution: 480x800

**Findings:**

* Unit has built in anchor presets to position components on the screen. By default, everything is anchored to the center of the parent rectangle.
* Unity component Canvas Scaler can be added to the top level of a Canvas game object so that scaling components such as buttons will conform to the screen size of the device its running on.
* Best practice to draw images larger than the determined resolution so that images can be scaled down instead of scaled up which results in less quality loss.

Source:

<https://docs.unity3d.com/Manual/HOWTO-UIMultiResolution.html>

<https://blogs.unity3d.com/2018/11/19/choosing-the-resolution-of-your-2d-art-assets/>

<https://docs.unity3d.com/Manual/script-CanvasScaler.html>