Label Elements: Because this is a more text based game, I needed several labels that very simply relay information to the player. Be that the number of friends the player currently has, their current cash balance, etc., this information was best displayed via text (at least for now).

Button Elements: I’ve currently implemented two button elements; an exit button and a player “profile” button. They have no functionality at the moment (but we’ll get there). The profile button will ideally take the player back to the main screen of the game, in this case a social media feed. The exit button will at some point bring up a secondary menu asking the player if they wish to save their progress/return to the main menu/quit to desktop.

Slider Element: This one is going to be a bit trickier to implement, but the idea is to have a health bar slider that shows how generally unhappy the main character’s family is based on their decisions in game. At the moment, it’s just a little slider.