Lab6 - Creating UI

COMP394 - Practical Game Design

Purpose: Use Unity UI Toolkits to create **UI (User Interface)** for your game(s).

Due Date(s):

- Class Work portion: in the end of class(es)
- The challenge portion: by end-of-week's Friday, 11:59PM.

ClassWork (50%):

- Create a folder named **Lab6_{YourInitials}**. Do the rest of the work in this folder.
- Create a Subfolder named **Snapshots** and a document in it named **Snapshots_{YourInitials}.docx**.
- Follow the hands-on class work. Take relevant snapshots in the snapshots document.

Challenge (50%):

TBA

Deliverables:

- Zip the folder **Lab6_{YourInitials}** and Upload it here.