A big thank you for purchasing my

Sweet Cookie

Game UI Pack

I hope you find this pack useful to create a great game!

If you have any support questions, please contact me at ricimi.com.
Please make sure to include your invoice number.

The **Sweet Cookie GUI Pack** can only be used under the
Unity Asset Store License Agreement which you can find here.

ricimi
ricimi.com

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1. Copyright license & terms of use

The **Sweet Cookie GUI Pack** can only be used under the **Unity Asset Store License Agreement** which you can find **here**.

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After purchasing the **Sweet Cookie GUI Pack**, you have the right to use it only for the purposes of developing and publishing a game.

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Thank you for respecting my work.

2. What is Sweet Cookie GUI Pack?

The Sweet Cookie GUI Pack is a customizable mobile-friendly game UI pack containing many elements that can be used in combination to create a complete game with a sweet cookie-like look.

While the sprites themselves do not depend on any specific Unity version, the accompanying demo project requires Unity **2021.3.20** or higher.

3. Asset structure

After importing the asset package into your Unity project, you will see all the resources provided live in the **GUIPack-Sweet-Cookie** folder. This folder is further subdivided into the following subfolders:

Demo:
Contains all the assets of an example project that makes use of all the sprites included the pack via Unity's UI system. Please note the demo and its accompanying source code are only intended as an example showcasing what you can build with this game UI pack. Feel free to use it as a starting point and extend it as you see fit for your own game.

- **Demo/Documentation:** Contains the documentation of this pack.
- **Demo/Sprites:** Contains all .png files used for building the demo.
- **Sources:** Contains bigger .png files and partly layered .psd files as well.
- **Mockups:** Contains the original art source files in a layered Photoshop format.

4. Some notes regarding the demo project

This game UI pack contains a **complete demo project with full C# source code** that you can use as a starting point for your own game.

While the source code is not intended to be a universal framework, it can be a very useful reference when it comes to learning how to approach the implementation of a game UI using Unity's built-in UI system.

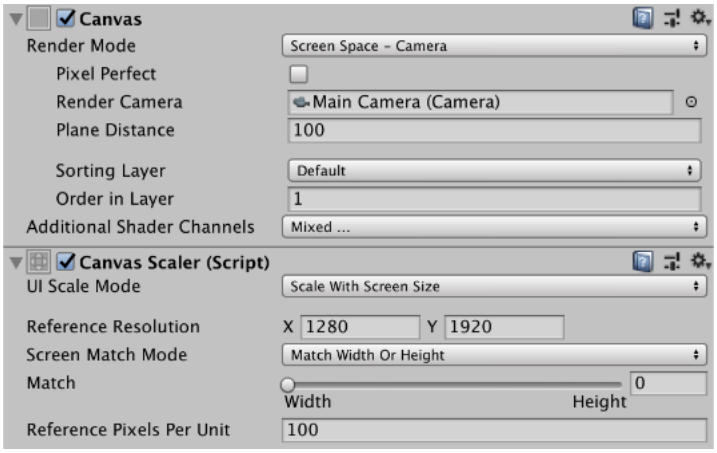
All the scenes in the demo project make use of Unity's Canvas to display their contents. The Canvas render mode is set to Screen Space – Camera and the canvas scaler is set to Scale With Screen Size UI scale mode. This, together with extensive

use of anchors when positioning UI elements, makes it possible to automatically scale the UI across multiple resolutions (please note we have optimized the demo for panoramic aspect ratios).

5. Reference resolution

Note that I am using a reference resolution of 1280x1920, which works well across a wide range of aspect ratios. This is particularly useful for mobile development, where screen sizes vary wildly between devices.

You can find more details about “Designing UI for Multiple Resolutions” in the **official Unity documentation**.



We have tested the demo using a resolution of 760x1280 in the game tab.

6. Prefabs and canvas

The prefabs are UI elements that are intended to be positioned as children of a Canvas object; trying to place them outside a Canvas will usually produce scaling differences like the ones you mention. Additionally, if using the prefabs outside the context of the provided demo, you want to make sure the canvas settings are the same as those in the demo.

7. Sorting layers in the demo project

The demo project contained in this GUI pack makes extensive use of custom sorting layers in Unity to define the order of the UI elements on the screen.

When generating the final package to submit to the Asset Store, Unity does not export this custom sorting layer information.

The end result is that, after importing the GUI pack into a new or existing Unity project, you may see the rendering order is wrong (e.g., the background or the particles may be on top of everything else). This is only due to the fact that the custom sorting layer is not available.

In order to alleviate this situation, we have provided the original TagManager.asset file that contains the layer information in the Demo/Settings folder.

With Unity closed, you may go to your project path and replace the TagManager.asset contained in the ProjectSettings directory with the one provided by us. After re-launching your project, you will see the rendering order is as intended.

Important: if you have imported the Sweet Cookie GUI pack into an existing project that already defines its own set of custom layers, this will replace your layers with the ones in our GUI pack! Proceed with caution.

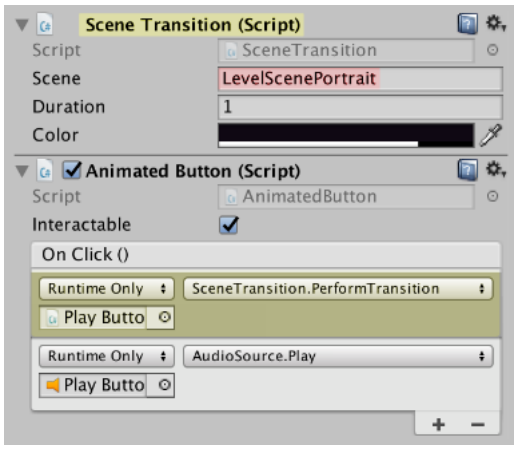
8. Components

The demo project makes extensive use of Unity built-in UI features, but also provides some useful extensions. Two of the most notable ones are the **SceneTransition component** and the **PopupOpener component**.

9. The SceneTransition component

The SceneTransition component provides functionality to **transition from one scene to another**. Using it is very simple. Consider the following example, where we have a PlayButton in the home scene that should transition to the levels scene when clicked.

We only need to add a SceneTransition component to the PlayButton button game object:

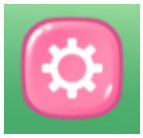


The SceneTransition component carries out the logic needed to smoothly fade out from the current scene into the new one. You can specify the destination scene name and the duration and color of the transition.

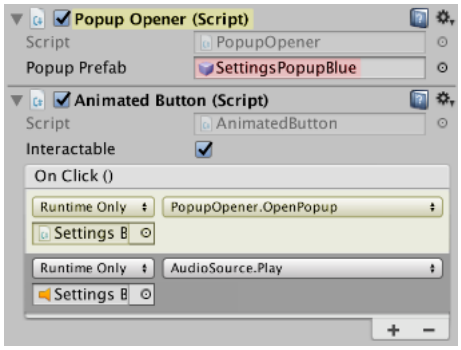
Note how the very same PlayButton calls the SceneTransition's PerformTransition method in order to start the transition when clicked. You can make this call in code, too.

10. The PopupOpener component

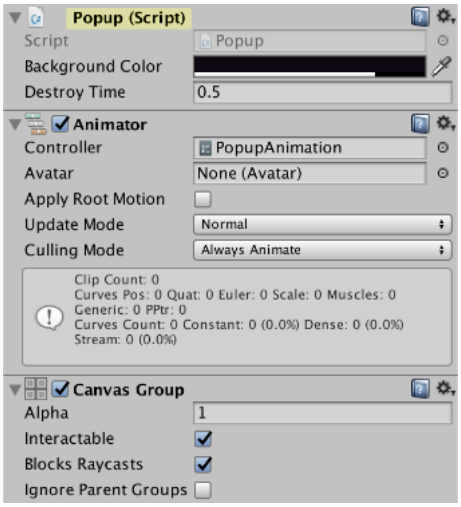
The PopupOpener component provides functionality to **open a popup** and darkening the background behind it. Using it is, again, very simple. Consider the following example, where we have a SettingsButton in the home scene that should open a settings popup when clicked:



1. We need to add a PopupOpener component to the LoginButton game object. The PopupOpener component carries out the logic needed to open a popup in the current scene.



2. We need to add a Popup component to the Popup prefab to open (a game object that contains a Popup component).



Note how the very same SettingsButton calls the PopupOpener's OpenPopup method in order to open the popup when clicked. You can make this call in code, too.

We also need to add the Animator with the popup animation to the popup prefab. The **canvas group** is used to perform a fade out animation while closing.

11. Contact

If you have any support questions, please contact me at **ricimi.com**.
Please make sure to include your invoice number.

I am always happy to help. 😉

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