Complex system ideas

Weapon/object scroll wheel.

book with tabs you can create and set objects with text and drag an object into an into the inventory or favourite.

Custom slider design so you can make a horizontal, vertical and arc slider.

Option menu that brings a pop up with panel with tabs and highlighted buttons.

Scroll wheel with menu option that highlight the current option selected and creates a pop-up panel with options.

Different types of menu options layouts.

Radius wheel that grows and glows when highlighted and creates a pop-up when selected.

Tabs on top or bottom of screen that can be selected to change the menu information.

Scroll view by dragging scroll bar or selecting a button at the ends of the direction with the first menu in front the other menus that are place smaller in size and darken in colour or lower opacity.

RPG system? Not sure what it means on canvas but interested.

Multithreaded programming? Need more information before choosing this topic.

Complex character controller.

Particle system.

Computer graphics. Physically based Rendering.

GUI.

Final result – Particle System Computer Shader.