Speed Indicator

The speed indicator is used to show the player what speed their arrow is currently traveling at, consequently showing the speed rate of decay. I chose a slider for this element because it can visually represent speed without the players worrying about numbers and let the player quickly assess how much longer till their arrow falls to the ground. The only other GUI element I considered was text showing the speed as a number, but quickly decided that that was the lesser option.

Arrow Boxes

Arrow boxes show the player the number of arrows they have remaining to fire. I used a panel and toggles for this. I chose the panel to give the arrow boxes a background so they are clearly visible. I used toggles for the arrow boxes because they looked visually similar "out of the box" and provided a way to easily switch on and off. I did not consider other GUI elements.

Enemy Health Bar

The enemy health bar is used to display the total amount of remaining enemy health. I used a slider and text (TextMeshPro) to implement this. I chose those GUI Elements because the slider can show the remaining enemy health without giving exact numbers (preventing overanalysis) and the text was needed to make sure the player had context for this slider since it isn't always changing.