Menu

This is a UI button with TMP. It will be used for opening a menu where the player can pause, exit and go into the settings of the game. I chose this kind of button because it is provided by Unity and is ready to use.

Timer

The timer will be used in the game to reset the levels. It is a UI TMP, which would get a timer component and a script when actually programming the game. I have looked up timer assets from the Asset Store and considered using one of those but setting that up proved to be complicated with my current knowledge.

Joystick

On a touch screen, the joystick itself wouldn’t be used necessarily, the player could just drag their finger on the left section on the screen and no matter where their finger lands the motion would be still an input. But I wanted to indicate with the UI that moving the character on screen is done joystick style. This is an asset I imported from the store.

D-pad

These buttons are from the same asset as the joystick. Buttons would have actions that the character can do in the game (like “press”, “jump” etc.). Since these inputs would have different effects, just clicking on the right section of the screen is not specific enough and buttons are needed for player actions.

