

# MESOCYCLONE™ STUDIOS

## OVERVIEW

This asset package offers a designed preset collection of **Sci-fi Themed** image for your User Interface needs.

Our **Sci-fi Theme UI** Asset Package, containing working layout with transitioning screen setups, includes a sufficient collection of images for buttons, background, headers, sliders, and icons for your next game or app.

We've included a handler script with implemented basic functions for screen transitioning triggered by button clicks. You can pattern from our **MesoGuiHandler** script the structure you need for your UI and expand with more complex handling of events based on your game or app design.

## FEATURES

This asset bundle comes with the following:

### A. Normalized Screen Preset and Layouts (in both Portrait and Landscape)

- Title
- HUD
- HUD Options
- Level Pause
- Level Cleared Results
- Level Failed Results
- Shop
- Credits
- Achievements
- Leave Game Warning Popup
- Level Mission Popup
- Narrator/Hint Popup

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*NOTE: Normalization support are tested on Android and iOS (as well as Standalone thru Editor). Switching for this can be thru **MesoGuiHandler**'s Inspector property named "IsPortrait". Please refer to the "HOW-TO" document for more details.*

## B. Fixed-size and Sliced Image Assets

- 8 Generic Button Sets (with circle and rectangle shapes of 4 colors)
- 2 Generic Slider Sets (can be used as progress bars too)
- 16 Generic Icon images
- 47 Generic Icon for buttons images
- 13 Facebook buttons
- 32 Background and supplementary images

## C. GUI Handler Script with basic screen transitioning functionality

This class is a basic example of how to handle screen transitions and dynamically assign `OnClick` listeners to our button elements in the scene.

All preset screen panels (or those that are pre-created with this package) are handled by this class. The following are the functionalities that is processed here:

- setting of screen reference sources based on screen orientation (which is checked at the beginning and depends on a check flag that is set in Editor)
- screen transitioning based on the selected Button element (also handles attachment of listener function for each button based on a name prefix)