



## Minimal Icon Pack

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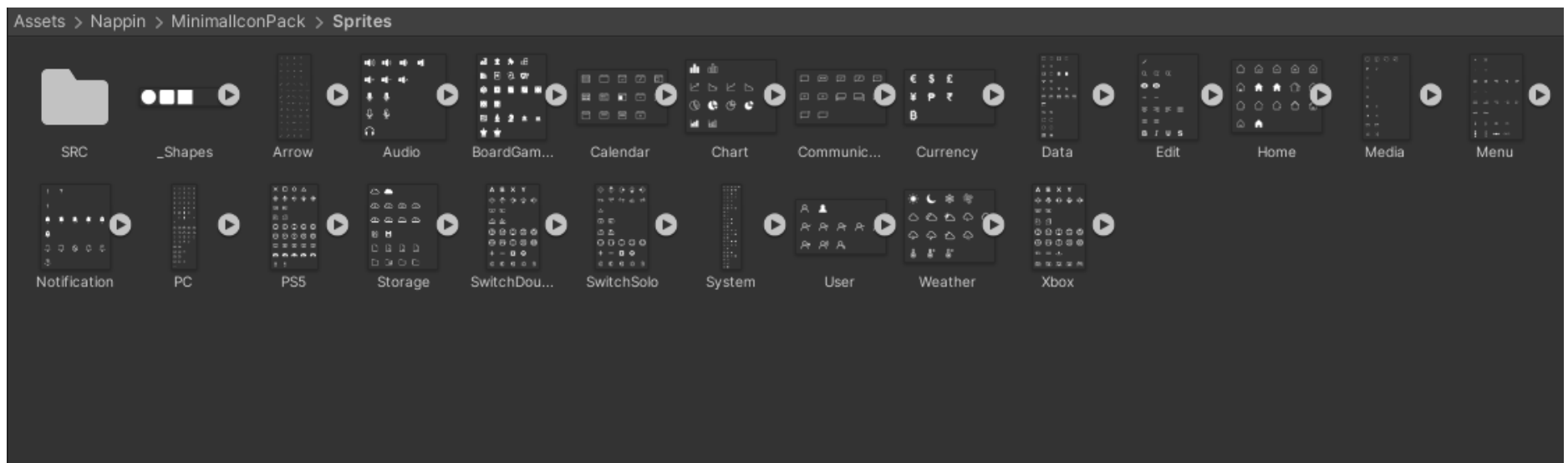
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## Asset content

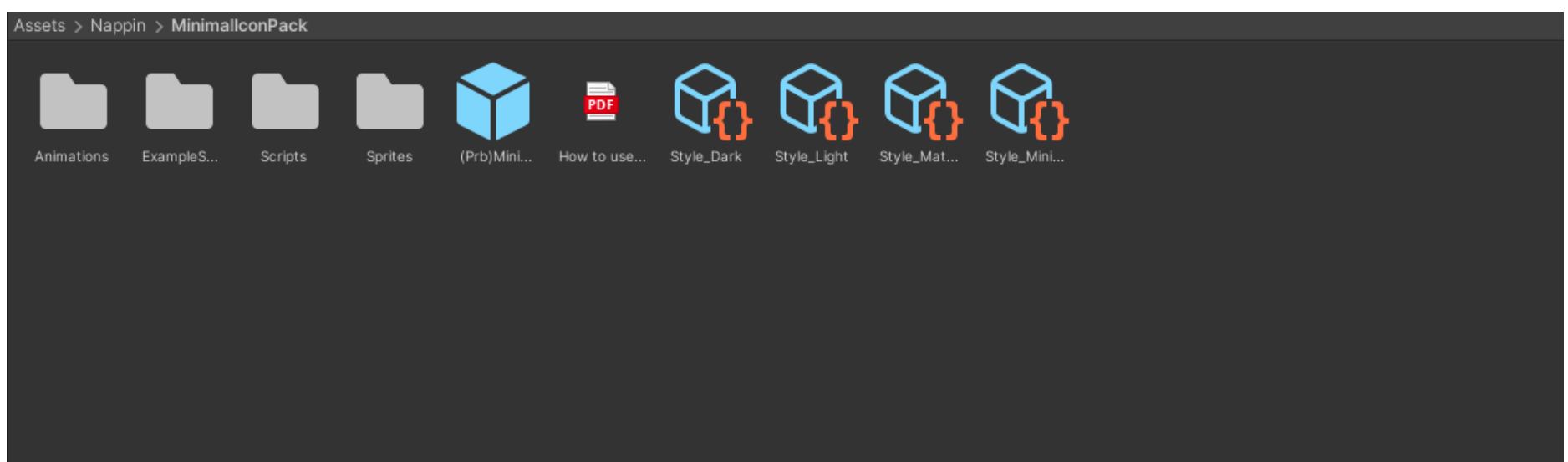
The asset contains a collection of 550+ icons / sprites sorted by family that you can simply drag and drop into your game UI.

The asset also allows you to quickly create buttons with different styles and behaviors. The buttons style is binded to a **ScriptableObject** allowing you to easily and quickly customize all the project UI simply by editing a single asset. The core content of the asset can be found in the *Sprites* folder and in the *Root* folder.

In the *Sprites* you can find all the 550+ icons.

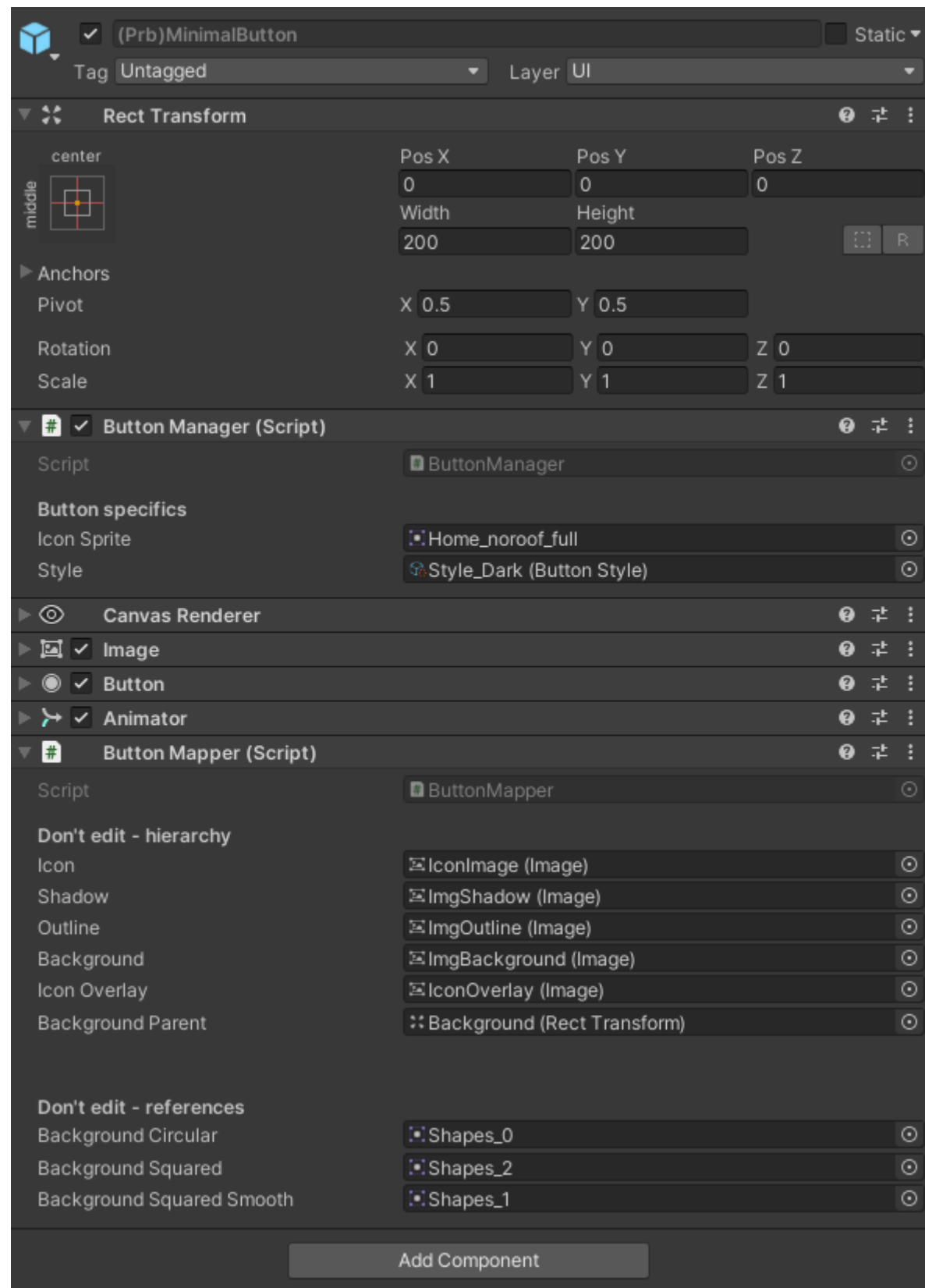


In the *Root* folder you can find a button prefab called **(Prb)MinimalButton** and a couple of premade styles.



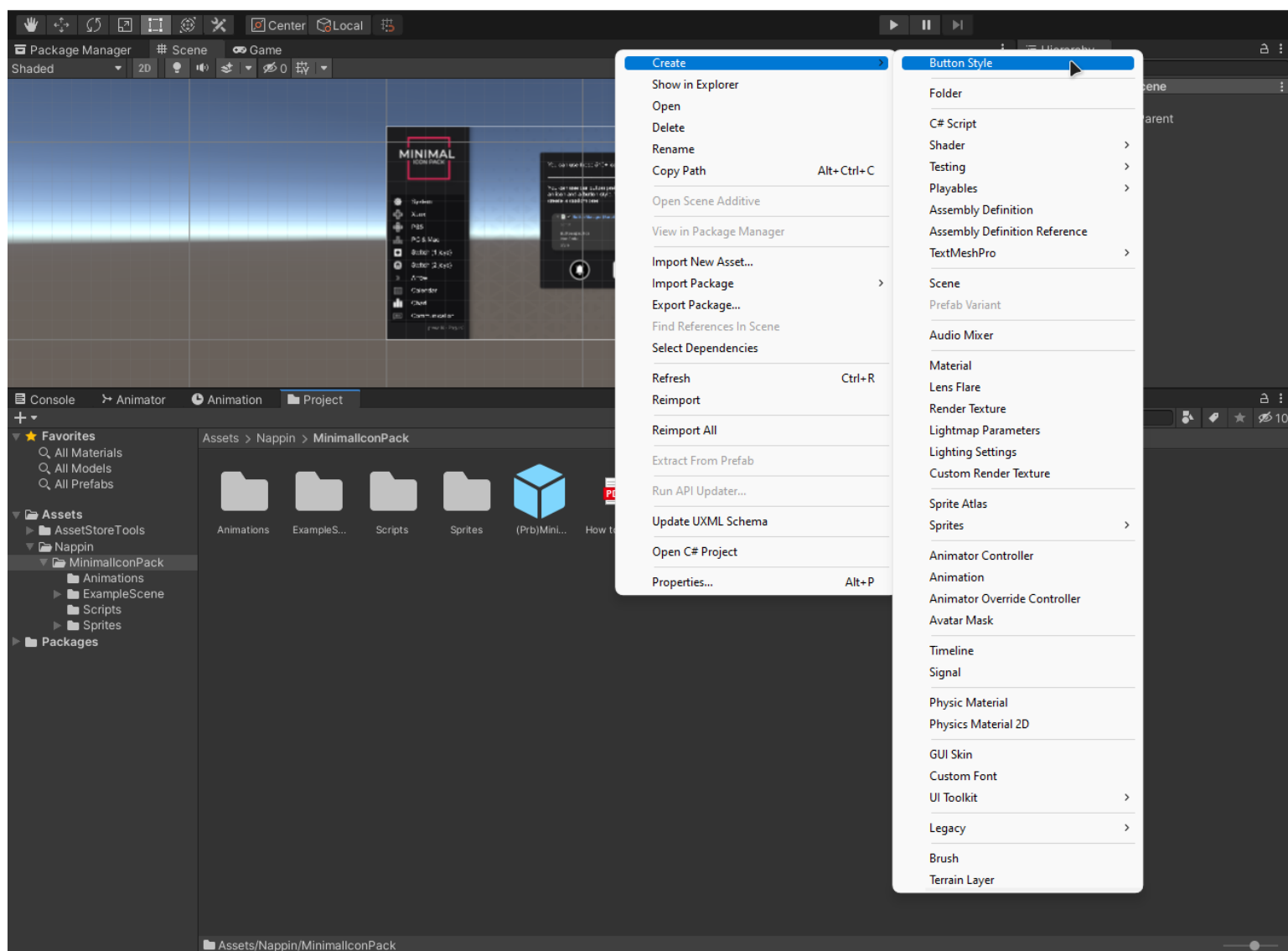
### ButtonPrefab - (Prb)MinimalButton

The **(Prb)MinimalButton** prefab is quite simple, it relies on only 2 scripts: **ButtonMapper**, which is used to reference parts of the button and should not be touched, and **ButtonManager** that takes a scriptable object (the style) and a sprite (the button icon).

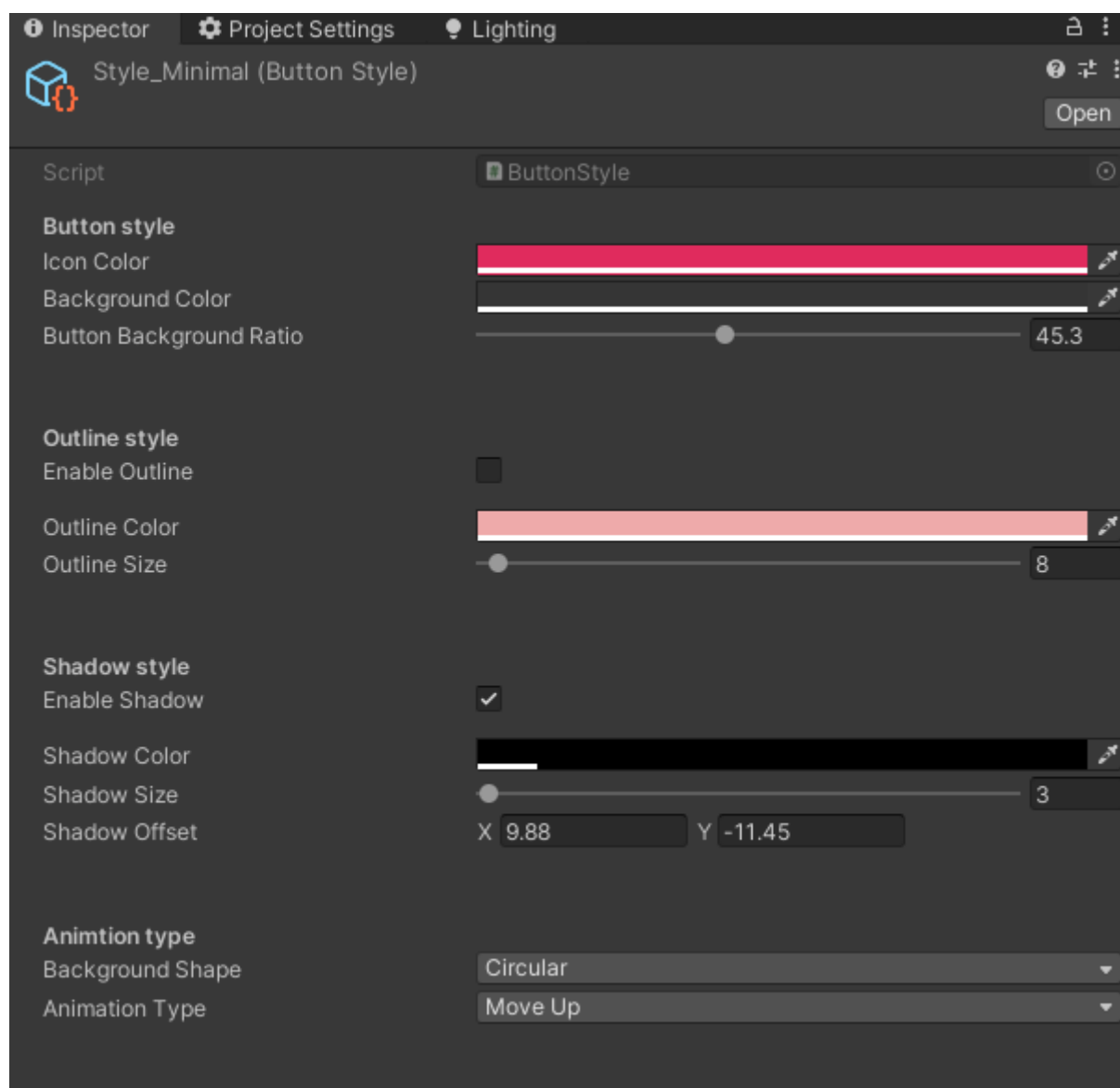


## Create custom styles

You can easily create custom styles by creating a *ButtonStyle* scriptable object and assigning it to the **ButtonManager**.



You can then simply edit the *ButtonStyle* to create whatever you want.



## **Contact**

If you found this guide useful but need further help feel free to contact me at the email [nappin.1bit@gmail.com](mailto:nappin.1bit@gmail.com)  
P.S. A positive review of the asset would help a lot!

Cheers