**Potential Fonts to use for our Game**

Arcade Classic: <https://www.1001fonts.com/arcadeclassic-font.html>

Rubber Biscuit: <https://www.1001fonts.com/rubber-biscuit-font.html>

DPComic: <https://www.1001fonts.com/dpcomic-font.html>

Yoster Island: <https://www.1001fonts.com/yoster-island-font.html>

Karma: <https://www.1001fonts.com/karma-font.html>

Invasion 2000: <https://www.1001fonts.com/invasion2000-font.html>

I think these fonts are all easily readable without being too straining on the eye, and fit within the specifications. I would recommend Rubber Biscuit, DPComic and Karma but ultimately it’s a group decision.

From what I understand through research, fonts from 1001 should be able to work in Unity without any issue by using TextMeshPro in Unity.

Under Window->TextMeshPro->Font Asset Creator

**Useful things to note:**

“Auto sizing” for font size will try to fit every character in the font by increasing the file size so it’s probably worth keeping that on.

“Font padding” is how much space there is between characters.

“Atlas resolution” is self explanatory (resolution for the font).

“Character set” is what list of characters to use-ASCII, extended ASCII, etc. There shouldn’t be any need to take it off the default option for our fonts.

Remember to click “generate font atlas” to update the font in the window after making changes to it.