The process of creating the project:

1. I started by creating a basic pop-up that supports different ratios, using anchors.
2. I made a basic pop-up animation for showing and hiding the pop-up.
3. Created a basic pop-up script with variables to show and hide the pop-up
4. Created a custom editor for the pop-up script to make is easier to edit the pop-ups and added an option for custom pop-up -> a pop-up that is already built and only need to use the animations and the pop-up manager.
5. Made a set up function to apply the variables from the inspector to the actual pop-up UI.
6. Created a function to get images from the web and use them in the pop-up as sprites.
7. Created the pop-ups manager to control the order of showing pop-ups in the scene.
8. Added a background to disable the player from pressing the buttons in the scene while a pop-up is active.
9. Added the particles system and implemented in code.
10. Created a few different layouts for the pop-up and buttons for opening them.

Important decisions:

* All the pop-up elements are under the main ‘PopUp’ to make sure all the animations will work on every pop-up, and not based on the layout.
* Creating the custom inspector – although it took most of my time creating this project, I think that it’s a must. It doesn’t matter how good the project is if the end user is having problems using it.

As any project, in this one too I had problems I had to face, for example:

* I wanted to load the images on the start of the scene but hide the pop-ups and while the pop-ups are set to not active it can’t load the images so I hade to set the size to zero instead of disabling it.
* Another problem I had is while building the custom inspector, as there are many tools and option to help you make a custom inspector, once I started, I had to keep myself from expending the custom inspector to the new things I learnt because I had a deadline to submit the project.
* Because this need to be as generic as possible I couldn’t use TMPro, there for the settings of the text where harder to use to the best way possible.

If I had more time I would:

* Validation for the images URL – in the inspector -> make sure you get an image.
* Create a scriptable object of the pop-up to make is easier to save and use the same variables in many pop-ups
* Add an array of buttons to make more options for the end user.
* Made more options to customize the pop-up.
* Made a system for saving the images from the web to the device to make it easier to load the next time but for now I decided that it’s not relevant because the web images can be changed from time to time.
* Add testing for the pop-ups.