

GUI Elements

Start Menu: - created a new Menu Scene to act as a title screen and home for the initial options in the game including 3 buttons

Start Button - used Unity's Button element; allows players to 'start' the game

Settings Button - used Unity's Button element; will allow players to control settings once I need them

Quit Button - used Unity's Button element; allows players to 'quit' the game

- Also added sound effects and set default selected button

HUD Elements: - created a UI to overlay the Game Scene including text elements and visual elements

Vignette Edge - used Unity's UI Toolkit Builder; added a vignette that I'll be able to use for health states

Health State - used Unity's UI Toolkit Builder; added a visual to show the current health state of the player

Full-Size Bar Counter - used Unity's UI Toolkit Builder; added a visual and a text element to the HUD that will keep track of if the player has collected the full-sized bar on that level

Tiny Candy Counter - used Unity's UI Toolkit Builder; added a visual and text element to the HUD that will keep track of how many tiny candies the player has collected on that level

Other Elements Considered:

- Map or mini-map of level
- Selection auras on in-game objects
- Injured and downed states with separate player state icons and blood splatter on the HUD