The unreal project contains all of the materials, FBXs, and the scene I made. There are several objects in the scene that are created out of multiple FBX for these I created a static mesh, to make it easier to build a scene quickly. I also included the textures in one folder separately. The I think I created most of the UI elements you needed, if I missed any please let me know it shouldn't take me long to make something. I included text with some of the elements I created however I strongly suggest you add text in Unreal to make sure everything is the same size and High-resolution. The font is included along with a link to the website I got it from incase someone asks you. The title Is only an example of the title text if you want me to create one with a different name, just tell me what you want and ill make it right away. I hope you are satisfied with the work I completed so far, if anything is wrong please let me know.

Sincerely,

West Foulks