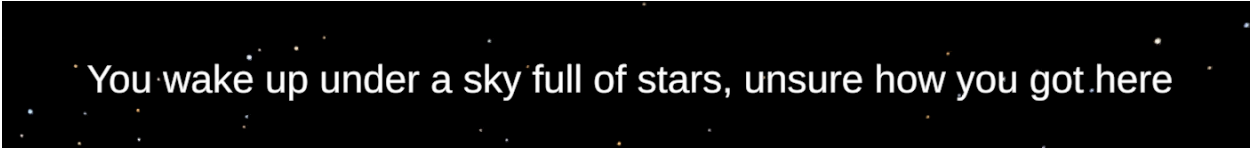# Assignment 15.4: GUI Elements

1. Narrative Text (TextMeshProUGUI)

- **What it does**: Shows story text line by line when the player clicks.

- **Why I used it**: TextMeshPro looks clean and is easy to format.

- **Other options**: Thought about using the old UI Text, but it's lower quality.
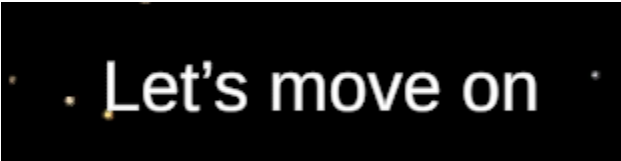

2. Next Button

- **What it does**: Lets the player go to the next line of text.

- **Why I used it**: Unity's built-in Button is simple and works well with OnClick.

- **Other options**: Could have used a custom object, but Button was easier.

3. Close Button

- **What it does**: Shows up after the last line and lets the player close the text box.

- **Why I used it**: Gives the player control and keeps the screen clean.

- **Other options**: Could hide the text automatically, but I wanted manual control.

All GUI elements are placed under the Canvas.

Everything works as expected.

The Narrative Text includes visible text, which meets the assignment requirement.

GitHub Commit Link:

https://github.com/clarewyc/15.4-GUI-Elements