

ASSET GUIDELINE

HYPER CASUAL UI CENTRAL

Your central for good looking HC UI elements

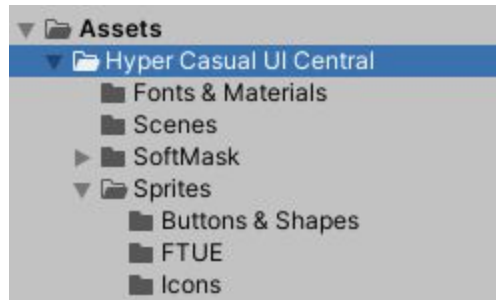


Introduction

Within this asset pack you'll find an ever growing and improving selection of UI elements that are intended to bring a modern, clean and cute look to your mobile games' UI. Please carefully read this guideline so you know what **HC UI Central** has to offer and how to properly make use of all its potential.

Folders

The asset's main folder is called **Hyper Casual UI Central** and it contains the following:



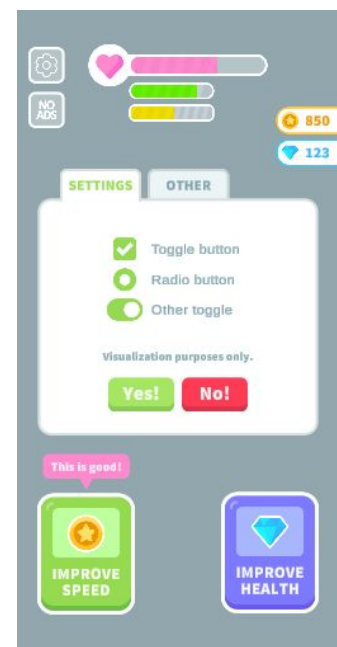
Fonts & Materials

Contains **3 different fonts** you can use for your games: **Adumu**, **Riffic** and **Source Sans Pro - Black**. For a more generic approach, consider using the last one. In this folder you'll find the original font files as well as the *TextMeshPro* files.

Scenes

In this folder you'll find a sample scene showcasing this asset's possibilities. I **strongly recommend** to take a look into this so you can better visualize what can be done with the sprites offered in the package.

Inside its **Canvas** you'll find 2 main objects: **Gameplay Screen Sample** and **FTUE Screen Sample**. It's not a completely functional UI, but it depicts how you can create *complex buttons, modal boxes, tabs, speech bubbles, fill bars* and so on.



SoftMask

Contains a third party asset responsible to make the mask's edges soft.

Sprites

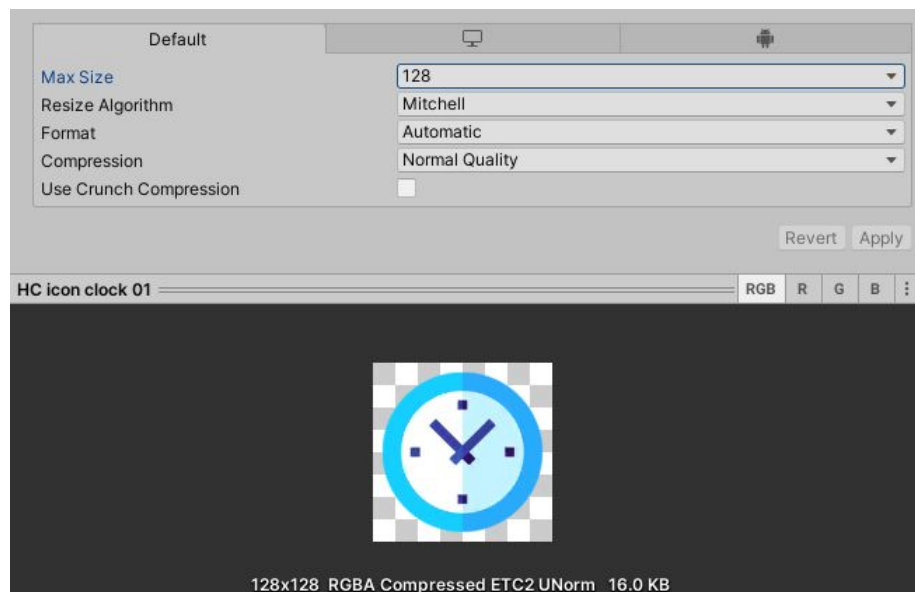
- Inside the **Buttons & Shapes** folder you'll find an atlas containing all current buttons and shapes we have so far. The sprites are nine-sliced whenever possible. So please keep that in mind when editing sizes.
- Inside the **FTUE** folder you'll find an atlas containing most common FTUE elements. As this is an ever growing package, we may have new elements in the future.
- Inside the **Icons** folder you'll find a variety of icons. Usually they come in different versions. So take a look on the list to see which fits better to your needs.

Resolutions

All icons are set to a **128px** resolution.

However, their original resolution is **256px**.

They seem to work perfectly fine within 128px, but feel free to change it to 256px in case your project requires it.



Resizing

In order to properly resize buttons, shapes and icons to avoid unprofessional stretched look, please consider the following tips:

Resizing by X and Y values

Please avoid resizing nine-sliced sprites by scaling. Instead, edit its X and Y values in order to achieve the desired proportions. By doing so you keep the sprite's original look and ensures everything fits properly on screen.

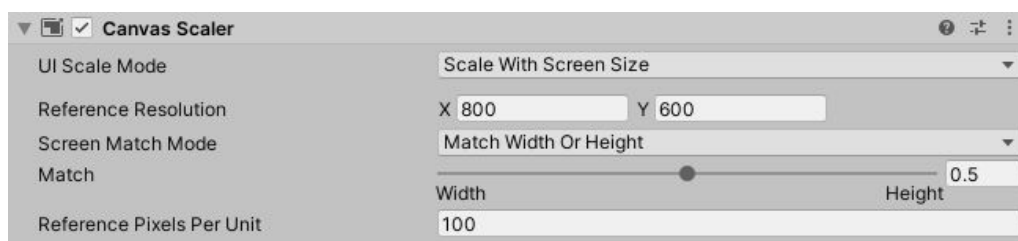


Resizing by scaling

Of course, in case of non nine-sliced sprites, you can resize it by scaling. When working with icons, you might want to change its **Max Size** settings to **256px** if you plan to scale it up.

Canvas Settings

In order for everything to work properly, please make sure your **Canvas Scaler** component is set up like this.



Border Roundness

The package contains **3 roundness levels for borders** of almost every button and shape so you can get enough variety when creating those objects.



That's all for now. Thanks for reading. :)