

Emma Yorkuire

September 24, 2025

MIT xPro: Professional Certificate in Game Design

Assignment 15.4: GUI Elements

GUIs Implemented in my Project:

1. Title of the Game

- a. I used a TextMeshPro text box to input the title of the game and display it at the top of the screen.
- b. I chose a text box to represent the title of the game so that players can see what game they are playing. Additionally, the title of the game can remain static throughout gameplay.
- c. I did not consider a different GUI to represent the title of the game.

2. Button to Quit the Game

- a. I used a “X” icon as a Button that the player can click to quit the game
- b. I chose this GUI element for this purpose because it will be a clear and simple way for players to identify how to quit the game. It is important to have an option for players to quit the game while playing.
- c. I considered formatting the GUI differently and having a button that says “Quit,” but I decided that a simple “X” would be more simple and clear to convey this message.

3. Current Level and Score Message

- a. I used a TextMeshPro text box to input the current level and score message to the player.
- b. At this time, the data has been entered manually, but I would improve this to convey the data dynamically if I were to create additional levels of this game moving forward.
- c. I did not consider a different GUI to represent the current level and score.