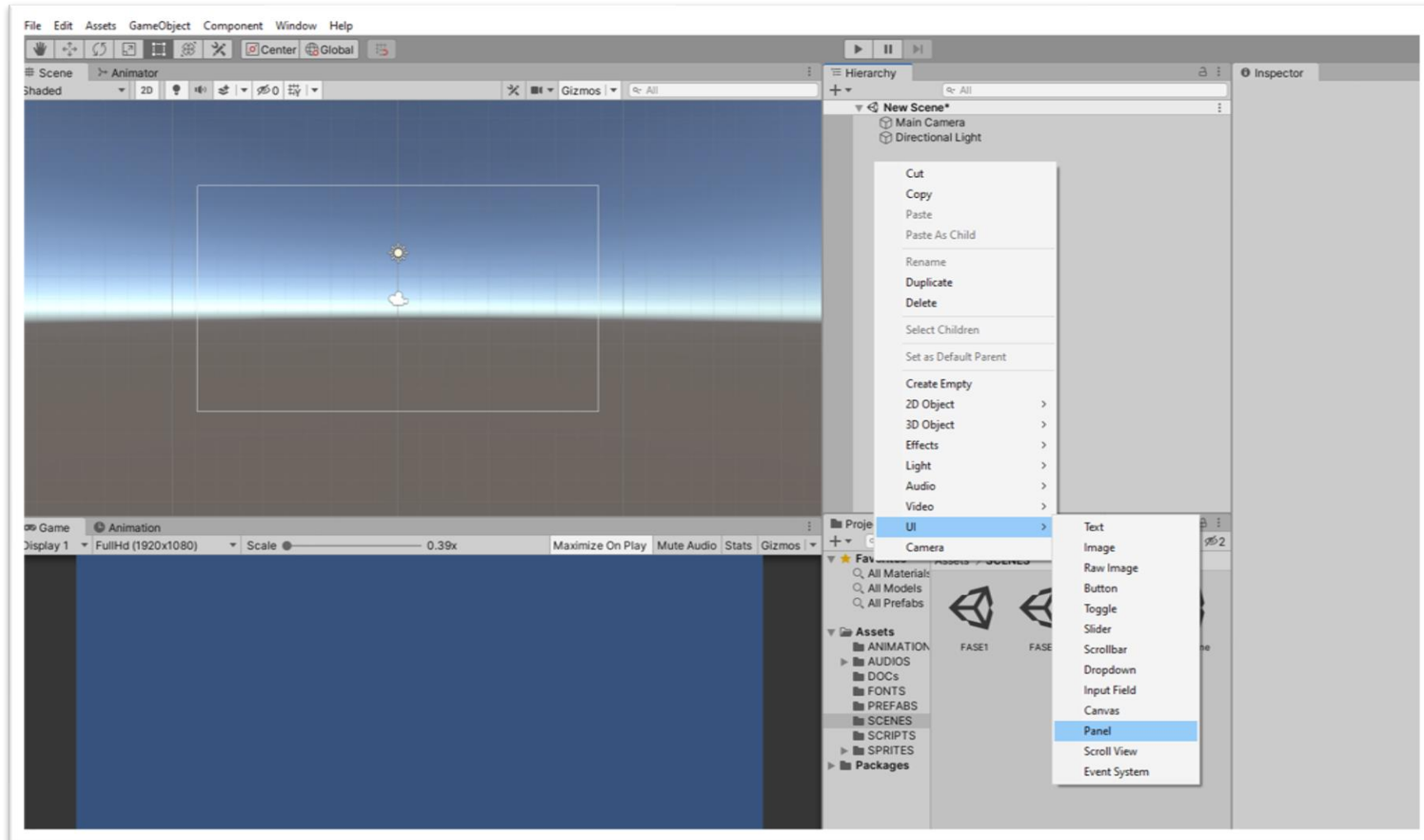


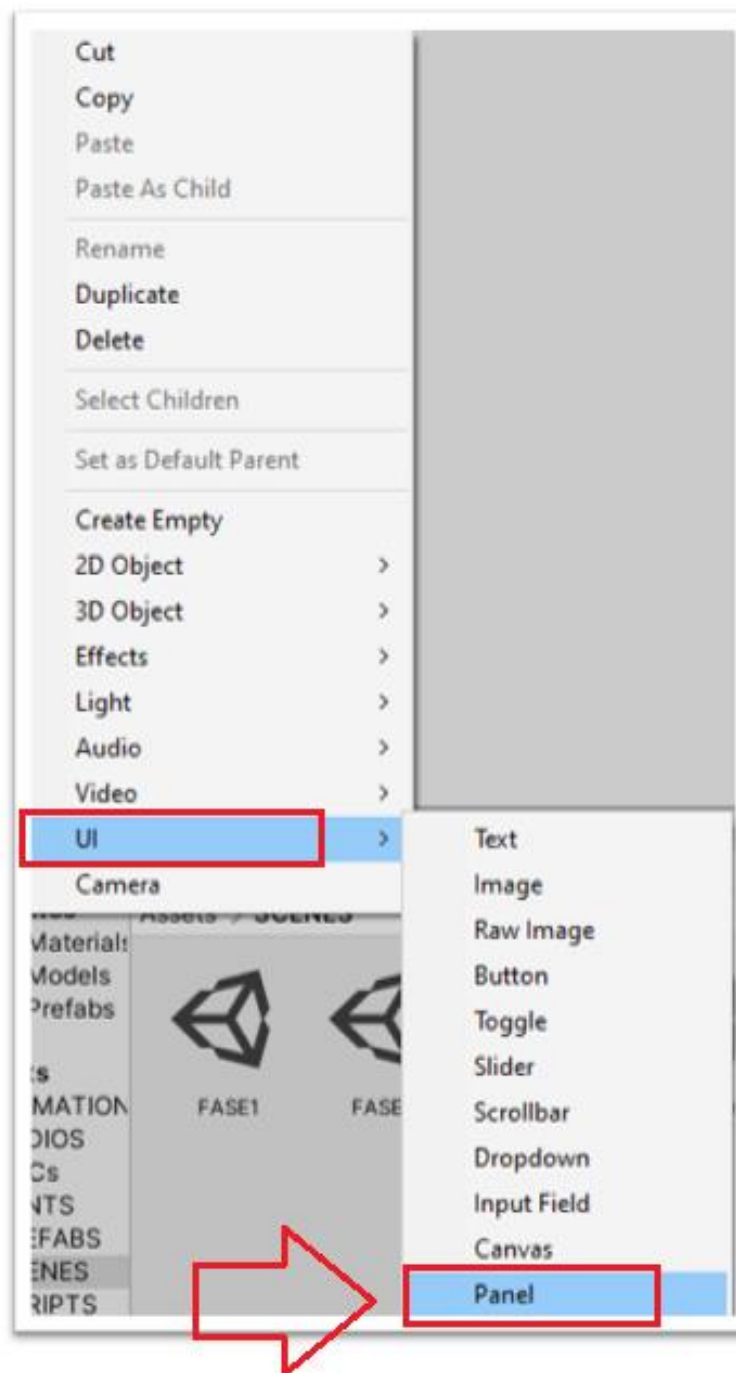
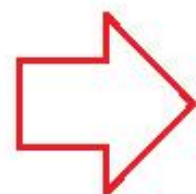
# Linguagem de Programação pra Games 2 [LPG2]

Game Engine: Unity - Profª Andrea Vargas

## Tópico 2 - Elementos de UI (Canvas, Panel, Button e Text)

Onde encontrar os componentes de UI na interface gráfica da Unity?

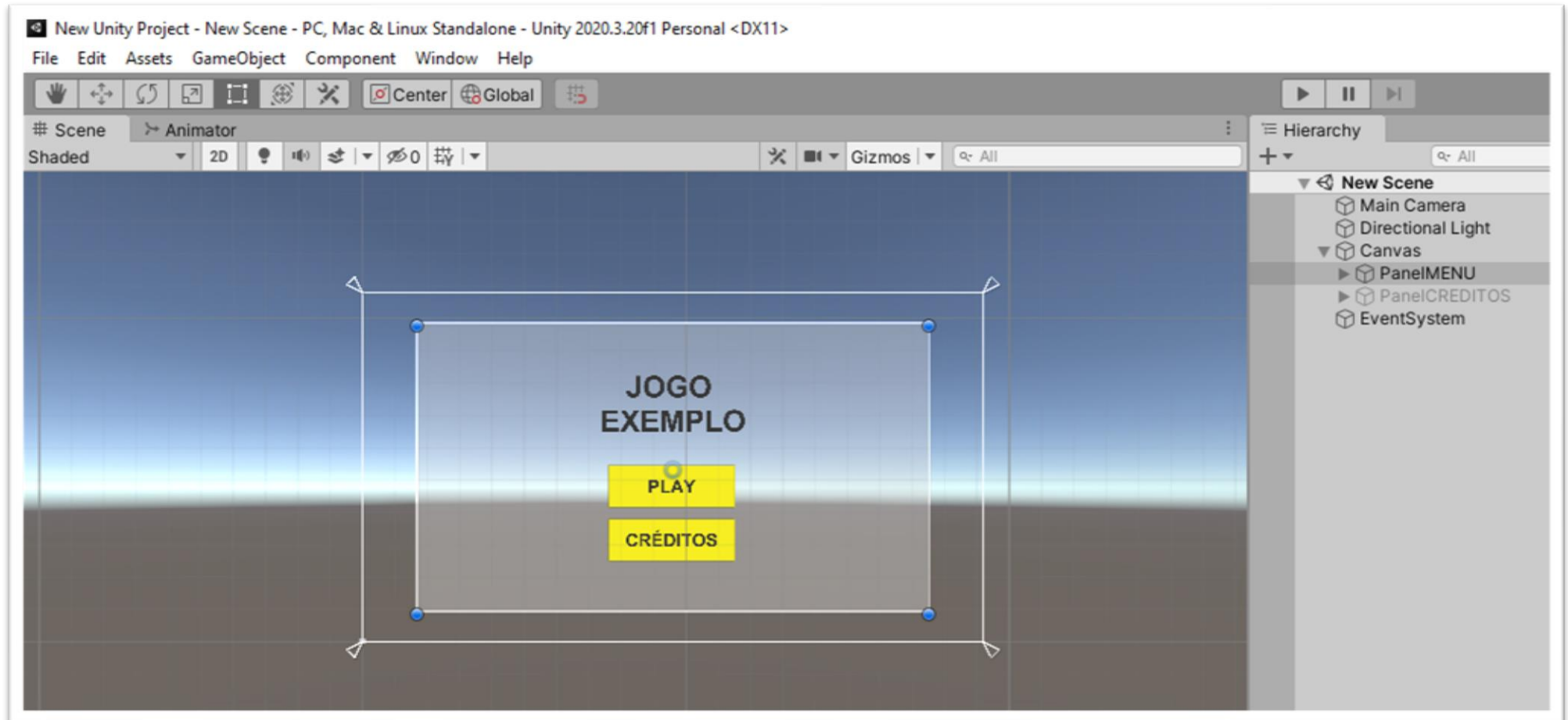




Montagem de cenário da fase **MENU**, utilizando o componente **Panel** do grupo **UI**.

### “PanelMENU”

Dentro do panel de menu, temos 3 elementos: 1 Text e 2 Buttons.



## "PanelCREDITOS"

Dentro do panel da tela de créditos, temos 3 elementos: 2 Text e 1 Button.

