

Casual Game UI Pack

Overview

Casual game UI pack is a collection of sprites and prefabs to easily get started when creating UI for your game. Please check the [WebGL Demo](#) to see the built demo scene. To build the demo scene open **CasualGameUI/Demo/CasualGameUiDemo.unity**, add the current scene to build settings and build for any platform.

If you have any questions or suggestions please send me an email to leskiv.taras@gmail.com

Package contents:

- **Demo** - contains demo scene and scripts to showcase the UI
- **Fonts** - font (and licence) used for UI
- **Prefabs** - prefabs of common UI elements (buttons, slider, window) to help you get started quicker.
- **Sprites** - all the graphics to build the UI

Notes

- All the sprites have "UI" packing tag. Use your own packing tag for custom atlas packaging.