Starting in the top right, I created the top right, I created the health and hunger bars by overlapping image objects and creating the top image a fillable image so that it would increase or decrease the bar as health and hunger changed to simulate the appropriate bar. I chose a fillable image because it was simple to hook into a script to alter the fill amount.

Below that, I used the health and hunger bar prefabs for the Pet Status Windows and used a blank image in place of the pet image, and a white image under a text object for the pet name and level labels. I used this because it was straightforward and made more sense than a button or something more complicated.

At the bottom, I used a panel and a grid layout group to create the frame for the ability hotbar, followed by several button prefabs that I made, including a text object for the hotkey labels. I chose to use a panel and a grid layout group because this allowed me to easily organize the buttons next to one another and automatically adjust padding without needing to do this automatically which would have been the case if I only used buttons.

On the right, I have my inventory tab, which comprises a panel, a scroll view, a content size filler, and a grid layout group. The combination of these objects allowed me to automate the sizing and organization of the different buttons within which saved a lot of time and effort.

Above this, I have my mini map and clock. For the minimap, I used a blank image and a text object since this is a prototype. For the clock, however, I used two overlapping images with circle sprites, the top orange once being set to fill radially so that I could adjust the length of the day as needed. I chose to do it this way because I had experience with fillable images from

creating the health and hunger bars so I thought it would be easier than learning something else.