

IDLE GAME **Vertical** UI Kit

USER DEVELOPMENT MANUAL

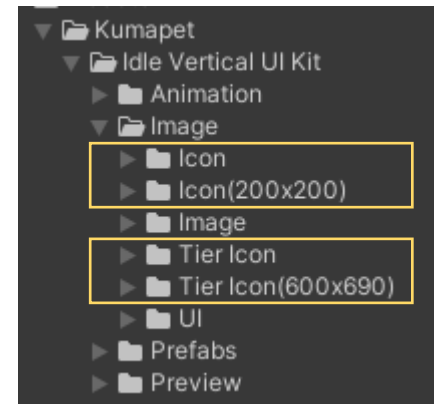


1. Package description

- **Optimized for mobile** environment with a resolution of **1080x1920**.
- The font was created with **TextMeshProUGUI** and The font used in the demo scene is free font.
- Sprite images come in their original sizes.
- Function icons are provided in their original size and in 200x200 resolution.

Updated(001)

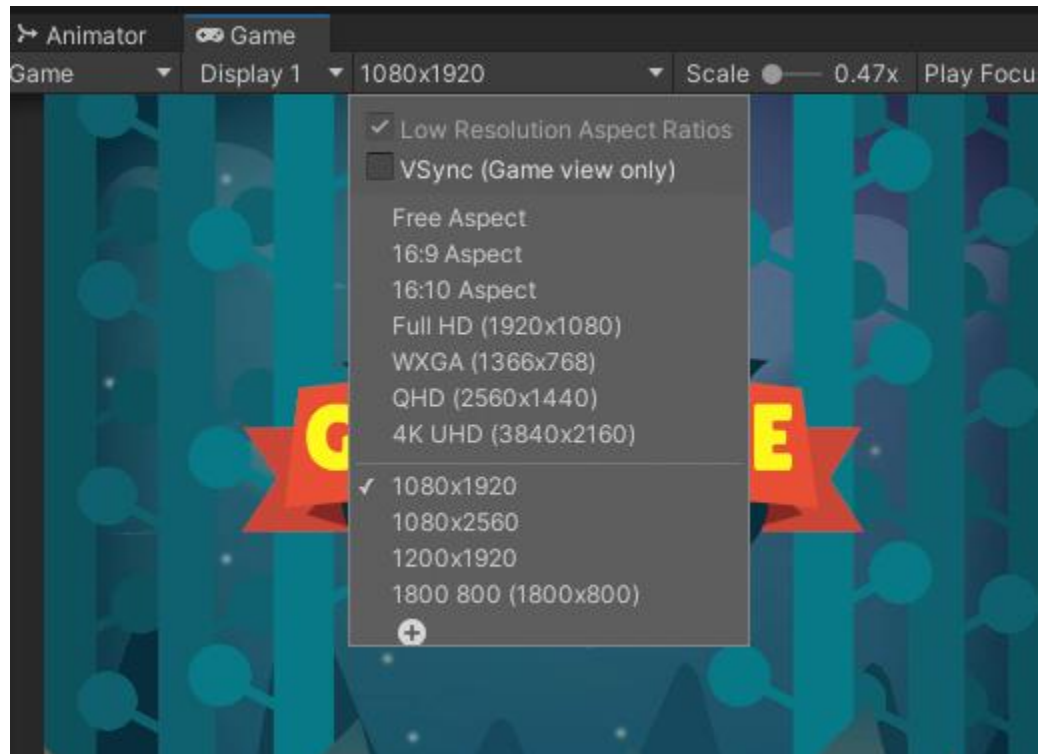
- Three new backgrounds have been added.
- **30 new tier icons have been added.**
They are now available in two sizes: **140x161** and **600x690**.



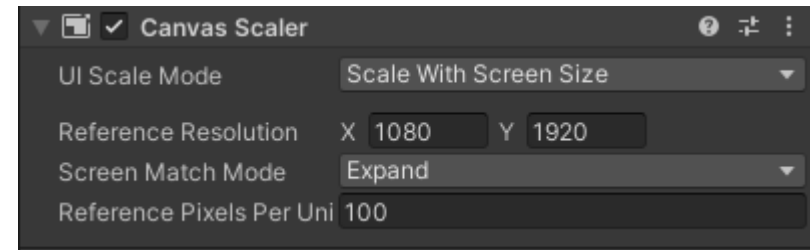
2. Basic Setup

- **GameView Resolution Setting**

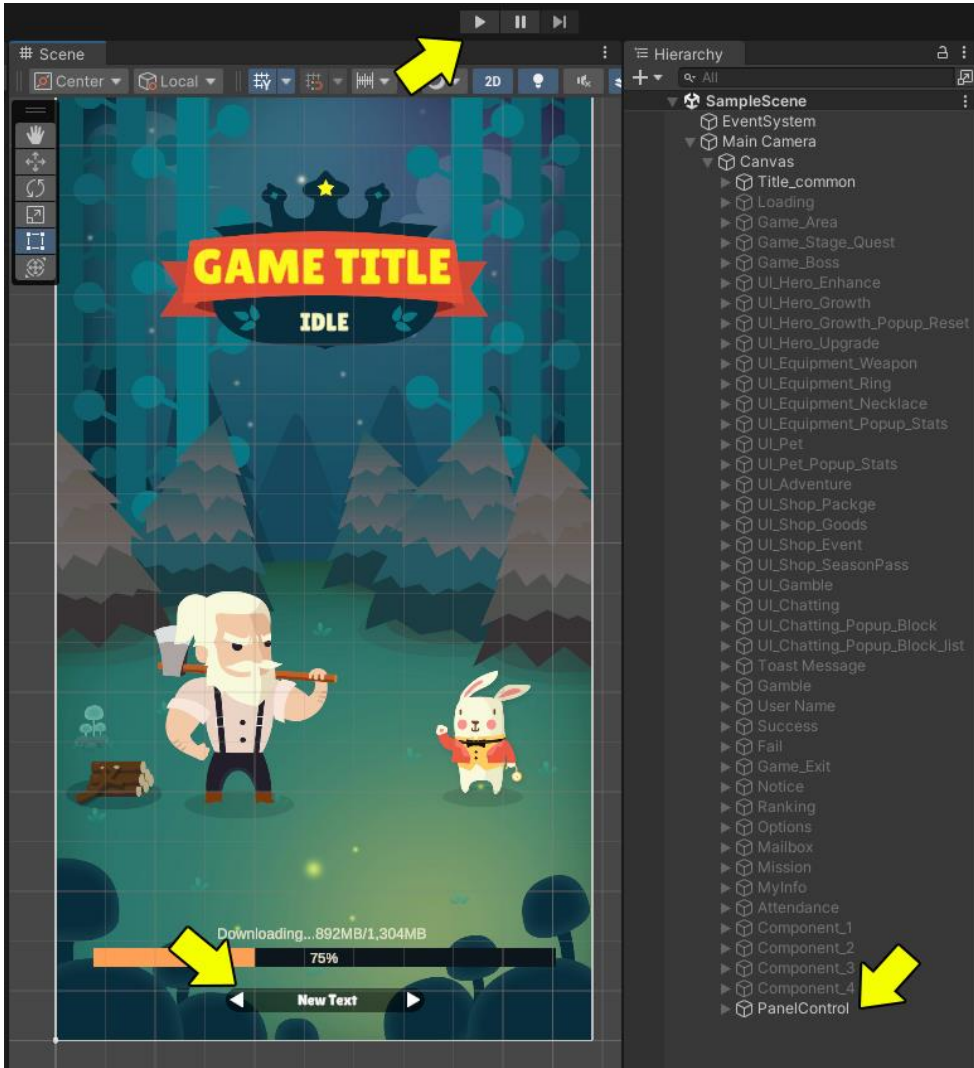
If you set it to the desired resolution in the game view, you can preview it.



- **Canvas Scaler Settings**



3. PanelControl



- There is PanelControl in the demo scene.
- You can hide it or make it visible, so adjust it according to your convenience.

4. Prefabs



- All UI pre-fabs are located in the path below
- **01_Game UI** is a top UI group.
- **02_UI Area** is a bottom UI group.
- **03_Overaly** is a Full UI group.

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