Assignment: assemble a pop-up by references using the provided graphics.

1. On the start screen, make two buttons below: "Energy" and "Food" (not shown on the references). Buttons can be made without decoration, standard Buttons from Unity components.
2. When you click on each of the buttons, a pop-up about a successful purchase should open, as on references: when you click on the "Energy" button, a pop-up with a crystal icon and its own amount value, when you click on the "Food" button, a pop-up with a food icon and with its amount value.
3. Requirements for the popup:

* Darkening the background behind the popup: black, 20% transparency.
* Non-clickable background behind the popup, ie, through it you cannot click on active UI-elements that are visible behind the background (buttons "Energy" and "Food" at the bottom of the screen).
* When you click on the background, the popup should close.
* When you click on the border of the popup, nothing should happen.
* When you click on the "OK" button, the popup should be closed.
* The popup should close when you press "Esc" on the keyboard.
* The opening and closing of the popup should be animated at your discretion: for example, the popup expands upon opening, or goes in from transparency, or a combined animation. Animation should be fast - up to 0.5s.
* At your discretion, you can add animation effects to the elements of an already open popup: the icon, the glow behind the icon, the "OK" button.

1. Use DOTween to animate the popup. Make the text in the popup using TextMeshPro using the provided font (copy the entire Font folder with meta-files to the project to save links of the font materials to the atlas).