

JazzCreate Multi-Purpose UI

Version History

Date format: 23/12/2025

Version 1.0

Initial Release

24/09/2015

- First submission to the Unity Asset Store.
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Version 1.0.1

Bug Fix Update

03/10/2015

- Fixed pixel alignment issue on car sprite.
 - Updated road UI sprite.
 - Pre-release update submitted.
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Version 1.0.2

Major Demo & Script Update

13/08/2016

- Updated scene loading to use **SceneManager** (replaced obsolete Application.LoadLevel).
- Refactored demo mini-game scripts:
 - Player logic split into:
 - Player Move
 - Player Health
 - Player Shoot
- Implemented **object pooling**:
 - Player bullets are now pooled.
 - Enemies are now pooled.

- Replaced enemy light colour logic:
 - Removed IEnumerator usage.
 - Implemented simple animation-based light effects.
 - Added boundary collider:
 - Automatically disables enemies and bullets when they leave the screen.
 - Updated Asset Store icons and metadata.
 - Extended demo scene menu to display a wider range of UI elements included in the package.
 - Added prefabs to simplify setup and reuse.
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Version 1.1

Modernisation & Maintenance Update

23/12/2015

- Updated project to a modern Unity version (Unity 2022.3 LTS+).
 - Cleaned and stabilised demo scene.
 - Verified:
 - Player movement
 - Shooting
 - Bullet pooling
 - Enemy movement
 - Enemy spawning
 - Simplified scripts for clarity and educational use.
 - Removed legacy and obsolete code paths.
 - Updated documentation and user guide.
 - General maintenance and cleanup for compatibility with current Unity versions.
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