

JazzCreate Multi-Purpose UI

Sprites Content & User Guide

Version 1.1

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1. Overview

JazzCreate Multi-Purpose UI is a pixel-style UI and sprite pack with a simple 2D shooter demo scene.

The package is designed to demonstrate how modular UI sprites can be combined, recoloured, animated, and reused to build a wide variety of game UI elements.

This package includes:

- A complete UI sprite sheet
 - Ready-to-use UI prefabs
 - A simple 2D shooter demo scene
 - Example scripts showing player control, shooting, enemy spawning, and object pooling
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2. Requirements

- Unity **2022.3 LTS or newer**
 - 2D project
 - Built-in Input Manager (keyboard controls)
 - No external packages required
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3. Sprite Sheet Details (Main Asset)

- **Texture size:** 2048 × 2048 px
- **Cell size:** 128 × 128 px
- **Total sprites:** 256
- **Pixel style:** 8 × 8 pixel blocks (pixel-art friendly)

Recommended Import Settings

For the main sprite sheet:

- Texture Type: **Sprite (2D and UI)**
- Sprite Mode: **Multiple**
- Pixels Per Unit: **100**
- Max Size: **2048**

Slicing Instructions

1. Open **Sprite Editor**
2. Click **Slice**
3. Type: **Grid by Cell Size**
4. Cell Size: **128 × 128**
5. Click **Slice**, then **Apply**

Sprites are now ready for use.

4. Demo Scene (Demonstration Assets)

The demo scene is included to show practical usage of the UI sprites and scripts.

Scene Includes:

- Main Camera (Orthographic)
 - EventSystem (required for UI)
 - Menu Canvas prefab
 - HUD Canvas prefab
 - Player prefab
 - Enemy prefab
 - Bullet prefab
 - Enemy Spawner prefab
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5. UI Prefabs

- **63 ready-to-use UI image prefabs**
- Some prefabs include simple animations
- Designed to be easily recoloured for different themes

Examples include:

- Panels
- Buttons
- Icons
- Decorative UI elements

You can freely change colours, scale, and layer these prefabs to create multi-colour UI designs.

6. Example Scripts (Educational)

This package includes **example scripts** intended for learning and prototyping:

1. **Game setup script**

Starts the demo scene and initialises gameplay.

2. **Enemy behaviour**

- Simple movement
- Animated UFO light effects
- Uses **object pooling** (no runtime Instantiate/Destroy)

3. **Player control & shooting**

- Player movement
- Screen clamping
- Shooting
- Health handling
- Player logic split into separate scripts for clarity and extendability
- Player bullets are pooled

4. **Enemy spawning**

- Uses timed spawning
- Enemies spawn at random positions across the top of the screen
- Fully pool-based for better performance

5. **Bullet behaviour**

- Bullet collision handling

- Auto-disable after a set time if nothing is hit
 - Prevents hierarchy build-up
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7. Controls (Demo Scene)

- **Arrow Keys / WASD** – Move Player
 - **Space / Fire1** – Shoot
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8. UI & Sprite Usage Tips

- When adding a UI Image:
 - Select the sprite
 - Click **Set Native Size** (128 × 128 px)
 - Sprites can be scaled to:
 - 128, 64, 32, 16, or 8 px
while maintaining pixel clarity
 - For multi-colour UI:
 - Stack multiple UI Images as children
 - Adjust hierarchy order to control layering
 - Temporarily recolour layers to help with alignment
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9. Notes

- This is a **free demo / educational package**
 - Intended for learning, prototyping, and UI experimentation
 - Scripts are simple by design and can be extended or replaced
 - No ongoing support is guaranteed
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