

# JazzCreate Multi-Purpose UI

## Version History

*Date format: 23/12/2025*

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### 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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