

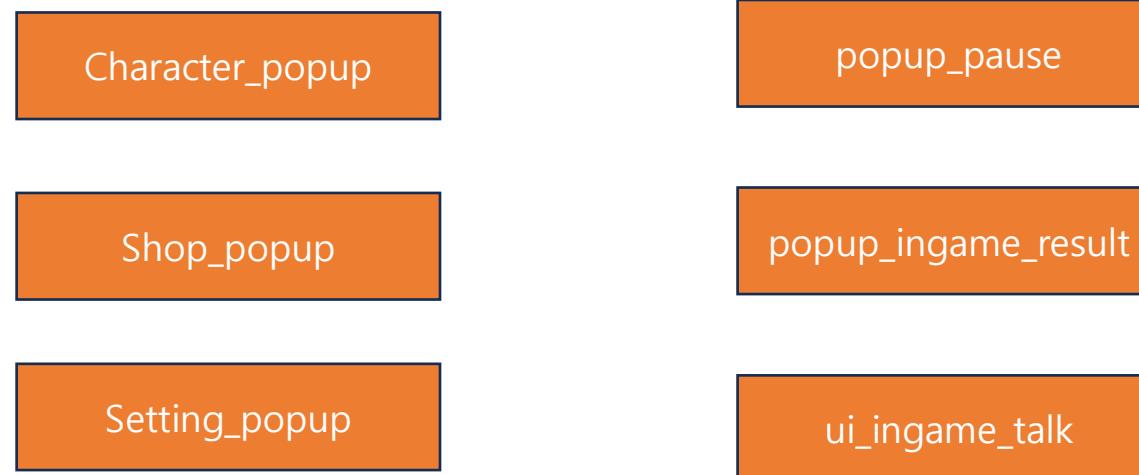
# 용사트럭 UI

\*\*추가 회의가 필요 항목은 취소선 처리

# 01 Scene Flow | Uihud

= scene 0이름

= 포함된 프리팹 팝업



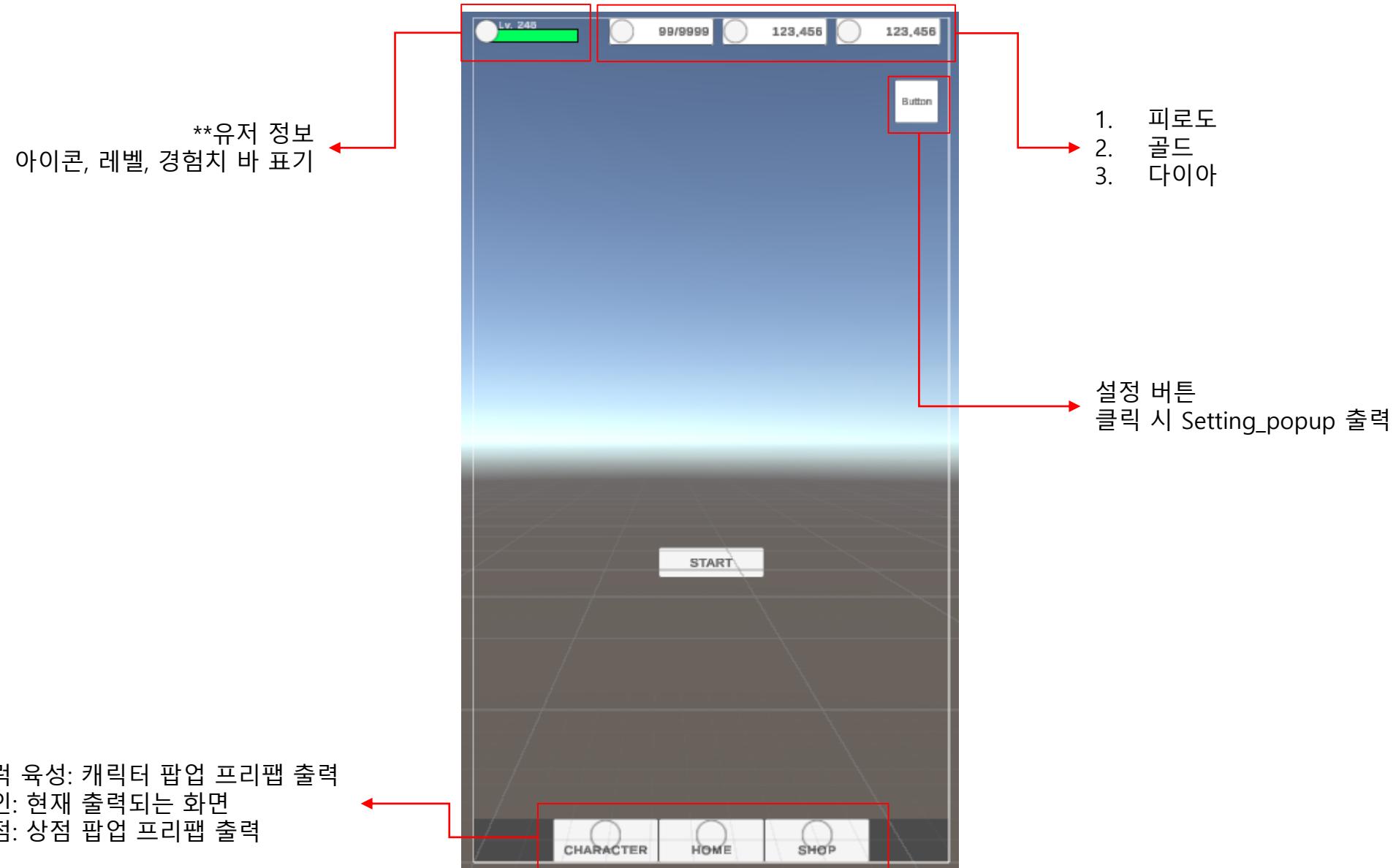
---

# 01 Entry

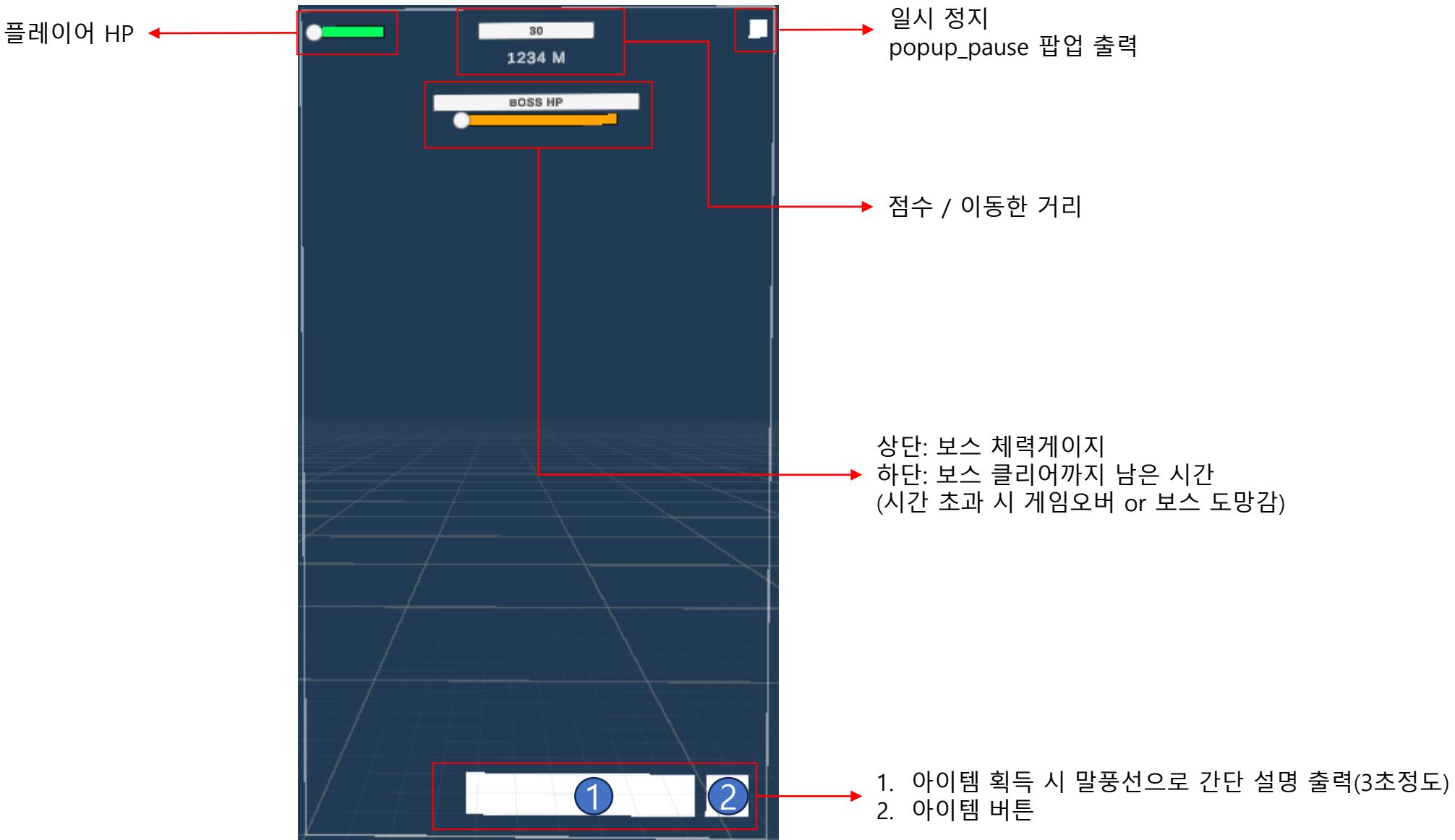
\*\*로비화면

- 타이틀
- 게임시작 버튼

# 01 Lobby | Uihud

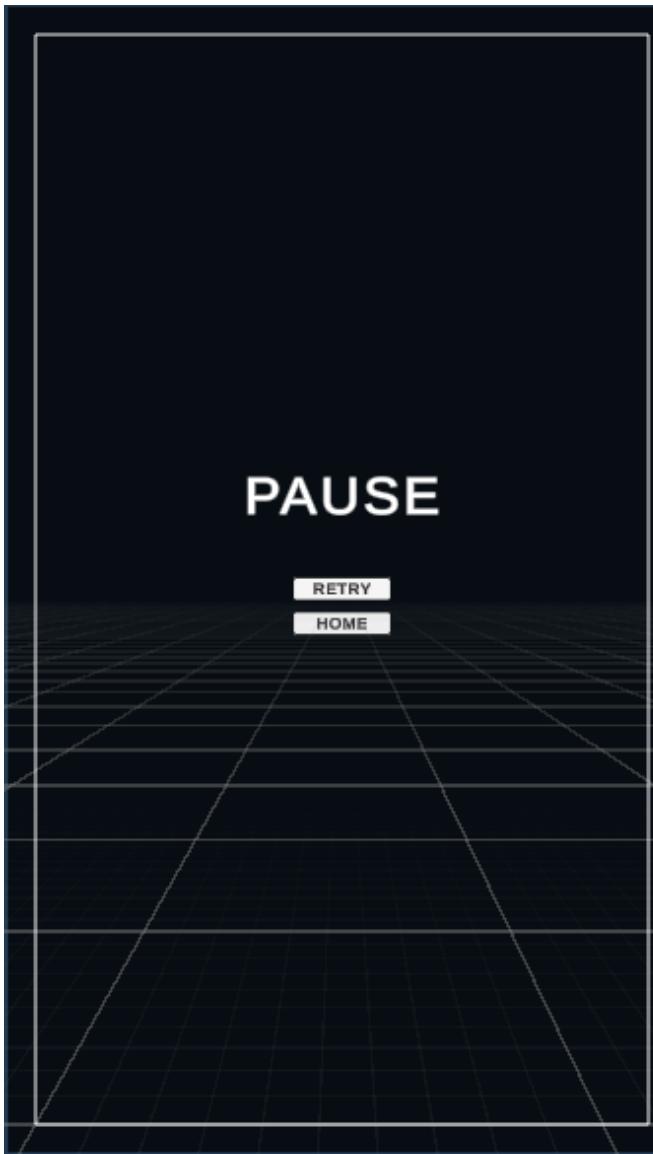


## 02 Main | Uihud



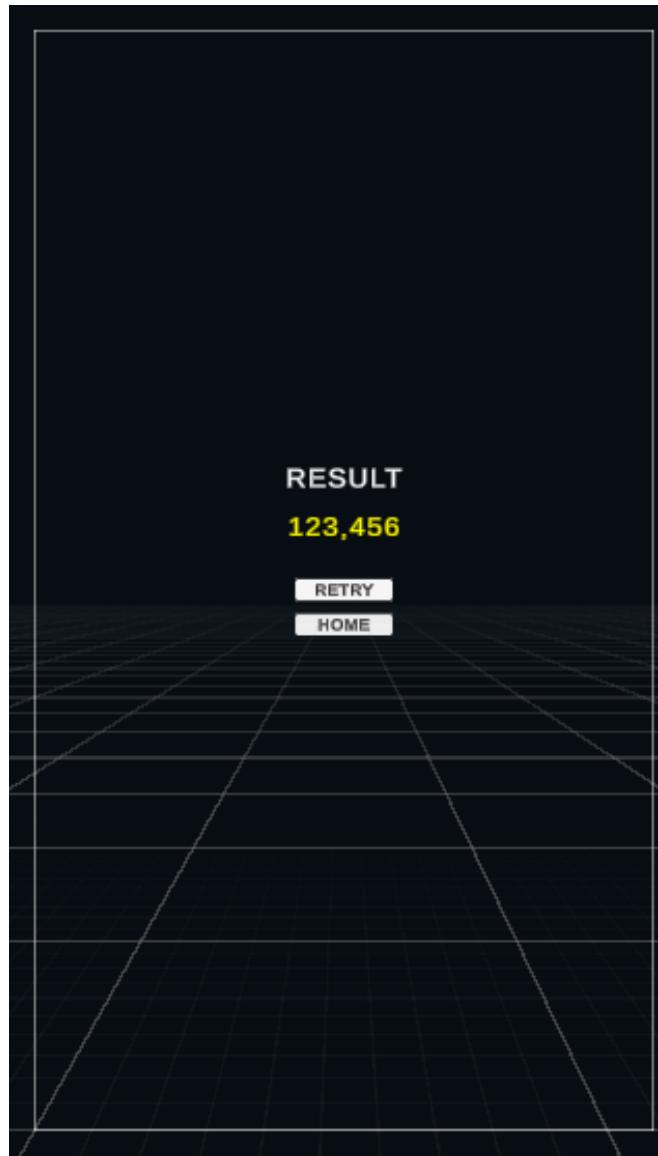
---

## 02 Main + ~~popup\_pause~~



---

## 02 Main + ~~popup\_ingame\_result~~



## 02 Main | ui\_ingame\_talk

