

The four GUI elements I implemented were a health bar, mana bar, magic school indicator, and consumables indicator.

For the health bar, I used a slider with a fill color of red to measure how many hit points the player has. I also included text on the health bar to show how many hit points the player actually has. I chose to use a slider because it was simple to turn it into a health bar as all of the functionality was already there.

For the mana bar, I used a slider with a fill color of blue to measure how much mana the player has. I also included text on the mana bar to show how much mana the player actually has. I chose to use a slider because it was simple to turn it into a mana bar as all of the functionality was already there.

For the magic school indicator, I used multiple images to show the player which magic schools they currently have equipped. I chose to use images because I didn't need anything complicated to get this to work, and I can just swap out the images of the magic schools when the player swaps their equipped schools.

For the consumables indicator, I used multiple images to show the player which consumables they currently have selected. I chose to use images because I didn't need anything complicated to get this to work, and I can just swap out the image of the consumables when the player cycles through them.