**ADDING ATTRACTIVE USER INTERFACE ELEMENTS**

Select gameOverPanel and disable it.

Adding some UI elements when the game starts:

* Inside the canvas, create an empty gameObject which will hold all objects and name it to StartUI.
* Select the canvas, right click > UI > Image. Double click to zoom in, then use tapTick image. (Download it from https://kenney.nl/assets/tappy-plane). Then drag this tapTick in source Image. Reposition it just below.
* Right click on Image, duplicate it, and position it left from it. Then assign tapLeft in the Source Image. Select the Preserve Aspect button. Increase the size.
* Now right click on Image(1), duplicate again, put it exactly on the opposite side. Then assign tapRight in the source Image.
* Now duplicate again in the same way, assign textGetReady image in the source Image. Then put it up and below the scoreText. Increase the size.

Adding Animation the hand:

* Select the Image (hand (tapText)), Go to Animation tab, Create new animation named tap in the Animations folder.
* Go to 60th frame, increase the size of the image (1.2,1.2).
* Go to 120th frame, make the size (1, 1). Change the Samples to 80.
* Select all Images, drag and drop inside StartUI.
* Inside UIManager (Script), create a reference of StartUI.

Adding some UI elements when the game is over:

* Disable the startUI first, enable the gameOverPanel.
* Duplicate your GetReady text image and drag and drop to Canvas. Then drag and drop the textGameOver Image to source Image.
* Go to UiManager, drag and drop our Image(4) to Game Over Text, drag and drop our StartUI to Start UI, and drag and drop our gameOverPanel to Game Over Panel.
* Now, In the UiManager (Script), create a reference of highscore text.
* Now drag and drop our highScoreText to High Score Text.