

Casual Fantasy GUI (Survivor-like) – User Manual

Version: 1.0

Publisher: IXSOFT

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1. Overview

Casual Fantasy GUI is a UI pack designed for creating Casual Fantasy GUI games in Unity.

All assets are optimized for Unity's built-in UI system (**uGUI**) and mobile resolution (**1170 x 2532**).

Includes ready-to-use prefabs and 12 demo scenes.

2. Folder Structure

FOLDER	DESCRIPTION
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DOCUMENT	Contains the user manual and documentation for this GUI Pack
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FONTS/	Original font files and TextMesh Pro font assets
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PREFABS/	Ready-to-use prefabs for UI layout
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SCENES/	12 structured demo scenes
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TEXTURES/	All sprite resources used in the UI
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VIEWS/	Contains preview PNG images of the GUI screens.
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3. Demo Scene List

- 1) Main
- 2) Equipment
- 3) Equipment_Info
- 4) Equipment_Merge_Success
- 5) Shop
- 6) Daily Quest

- 7) Inbox
- 8) Chapter
- 9) Player Information
- 10) Setting
- 11) Level Up Rewards
- 12) Upgrade

4. How to Use the Pack

1) Graphics

- Navigate to Assets/ Casual Fantasy GUI/Sprites
- Replace existing images with your custom assets
- Keep the same file names and dimensions to avoid manual adjustments
- Be aware that some assets use 9-sliced sprites

2) Scenes

- Most UI screens are built using prefabs
- To create a new UI layout, drag prefabs from the Prefabs folder into a new scene

3) Prefabs

- To edit a UI element, double-click the prefab in Prefabs folder
- Modify child objects as needed
- Changes will automatically apply to all instances of that prefab

5. Tips & Troubleshooting

- **Text not displaying correctly?** → Make sure TextMesh Pro is installed and initialized
- **UI elements not scaling properly?** → Check Canvas Scaler settings (set to Scale with Screen Size)

- **Image appears distorted?** → Verify the image slicing settings, especially for 9-sliced sprites

6. Support

Thank you for using the Casual Fantasy GUI Pack!

We appreciate your feedback and reviews on the Unity Asset Store.

For questions, suggestions, or bug reports, please contact:

ixsoft.co@gmail.com

Happy Developing!