

Fantasy Idle Game GUI – User Manual

Version: 1.0

Publisher: IXSOFT

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1. Overview

Fantasy Idle Game GUI is a UI pack designed for creating fantasy-themed idle (AFK) games in Unity.

All assets are optimized for Unity's built-in UI system (**uGUI**) and mobile resolution (**1440×2560**).

Includes ready-to-use prefabs and 15 demo scenes.

2. Folder Structure

FOLDER	DESCRIPTION
PREFABS/	All UI elements provided as prefabs
RESOURCE/FONTS/	Fonts used in the project (TextMesh Pro format)
RESOURCE/SPRITES/	All image and sliced sprite assets
SCENES/	15 structured demo scenes

3. Demo Scene List

1. Character Enhancement
2. Character Growth
3. Character Ascension
4. Skills
5. Skill Details
6. Equipment
7. Equipment Details

8. Ally
 9. Ally Details
 10. Ally Appearance Change
 11. Shop – Summon
 12. Shop – Package
 13. Shop – Currency
 14. Settings
 15. Quests
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4. How to Use the Pack

A. Using Prefabs

- Navigate to Assets/FantasyIdleGameGUI/Prefabs/
- Drag and drop prefabs into your scene's canvas
- Prefabs are organized by UI function (buttons, panels, etc.)

B. Customizing Graphics (Reskinning)

- All sprites are located in Assets/FantasyIdleGameGUI/Sprites/
- Replace any sprite **with the same filename and resolution**
- Some elements use **9-sliced sprites** – ensure proper slicing for scaling

C. Editing Prefabs

- Double-click the desired prefab in the Prefabs folder
 - Modify layout, images, or components
 - Changes will reflect in all scenes using that prefab
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5. Important Notes

- This GUI pack contains **visual UI elements only**. You must implement game logic

such as animations and interactions yourself.

- Requires **TextMesh Pro** (included with recent Unity versions).
 - Optimized for mobile development using **Unity uGUI**.
 - Unity knowledge is required to apply these assets effectively.
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6. Contact & Support

If you encounter issues or need assistance:

 ixsoft.co@gmail.com

Feedback and reviews are greatly appreciated!