

# 2D Mobile Game UI Kit

## 1. Introduction

This UI pack is a complete, production-ready user interface pack created to help game developers and designers build visually consistent and flexible UI systems in Unity. The pack is suitable for a wide range of game genres, including casual, puzzle, strategy, and mobile-first experiences.

All UI elements in this pack are **designed in Adobe Illustrator**, ensuring clean shapes, consistent spacing, and high-quality scalable design.

This UI pack is ideal for casual games, mobile apps, and interactive applications, helping you save development time while maintaining a polished visual style.

## 2. Package contains

- Sprites (PNG)
- Adobe Illustrator files (Source file)
- Fonts
- Help (Readme File)

## 3. Technical Information

- Unity Version: 2022.3 LTS
- Design Tool: Adobe Illustrator
- Platforms: Mobile / PC / Console
- Base Resolution: 1920 x 1080

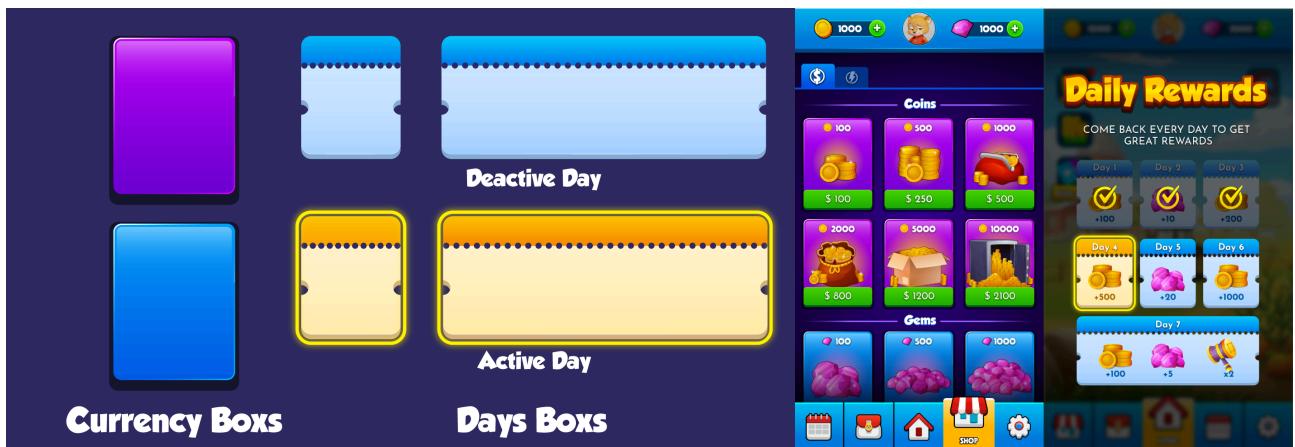
## 4. List of Sprites

- **Currency Pack**
  - a. Coins Pack
  - b. Gems Pack



coin and gem packs designed for in-game purchase screens and shop interfaces. The assets are ideal for stores, reward panels, and virtual currency displays, helping players quickly understand purchase options.

- **Currency Boxes & Days Boxes**



On the left side, the currency boxes' background is designed to enhance the in-game shop and purchase screens. It works well behind currency icons and price panels, adding visual depth without distracting from the UI.

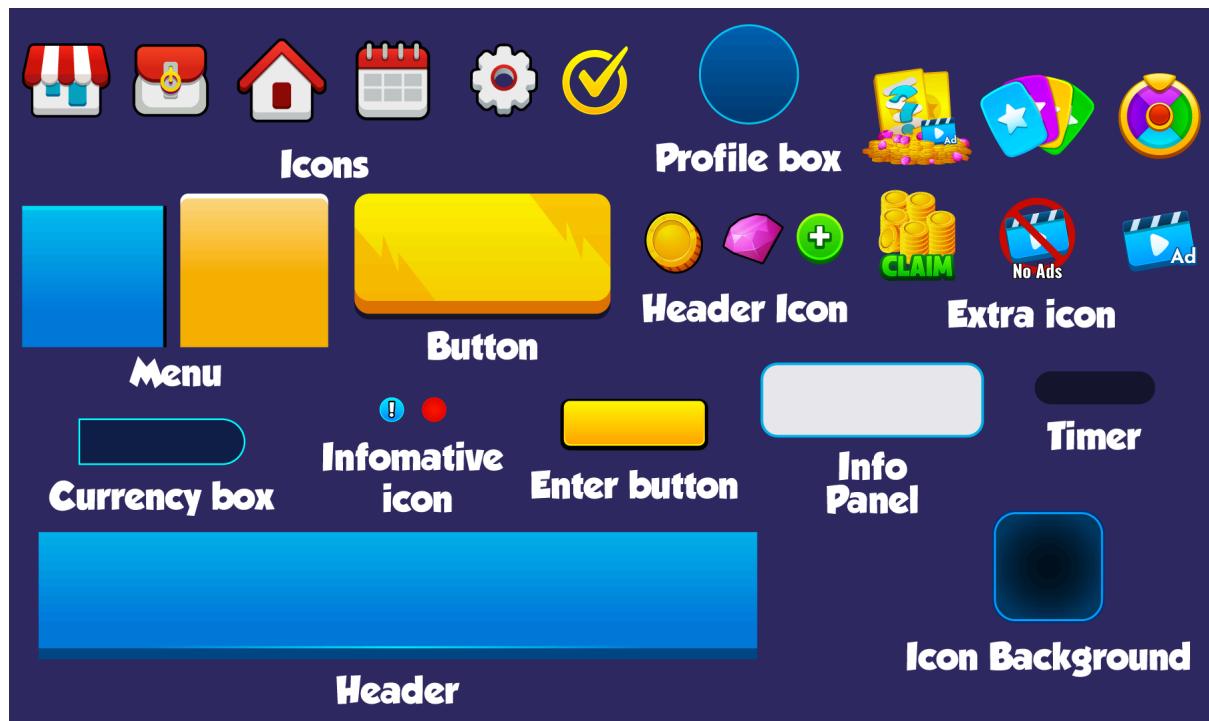
On the right, Days Boxes' backgrounds are designed for daily reward systems. Small background boxes are intended for Day 1 to Day 6 rewards, while a larger background box highlights the final Day 7 reward to indicate a special or bigger prize.

- **Detail boxes & UI Elements**



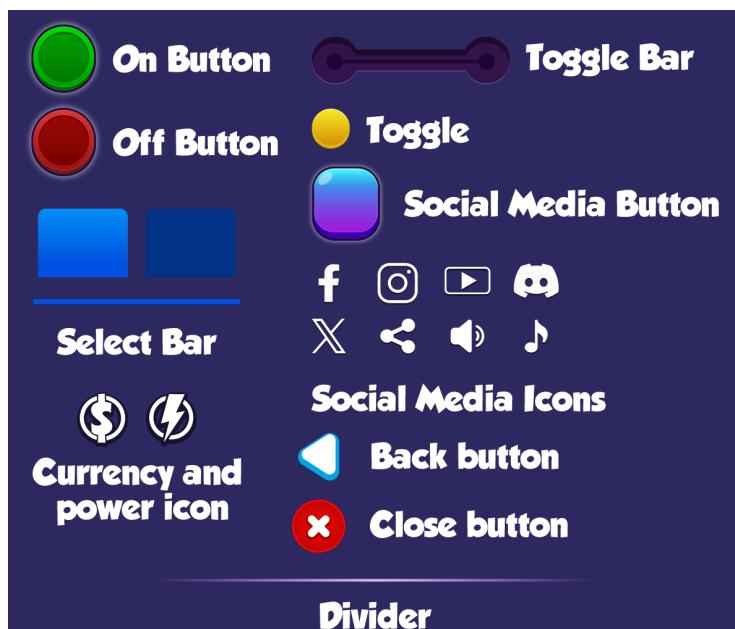
This image includes detail boxes, headers, buttons, and count boxes in multiple color variations. On the right, an example screen shows how these elements can be used together.

for item listings, prices, and purchase actions. The assets are suitable for shop screens, inventories, and item detail layouts.



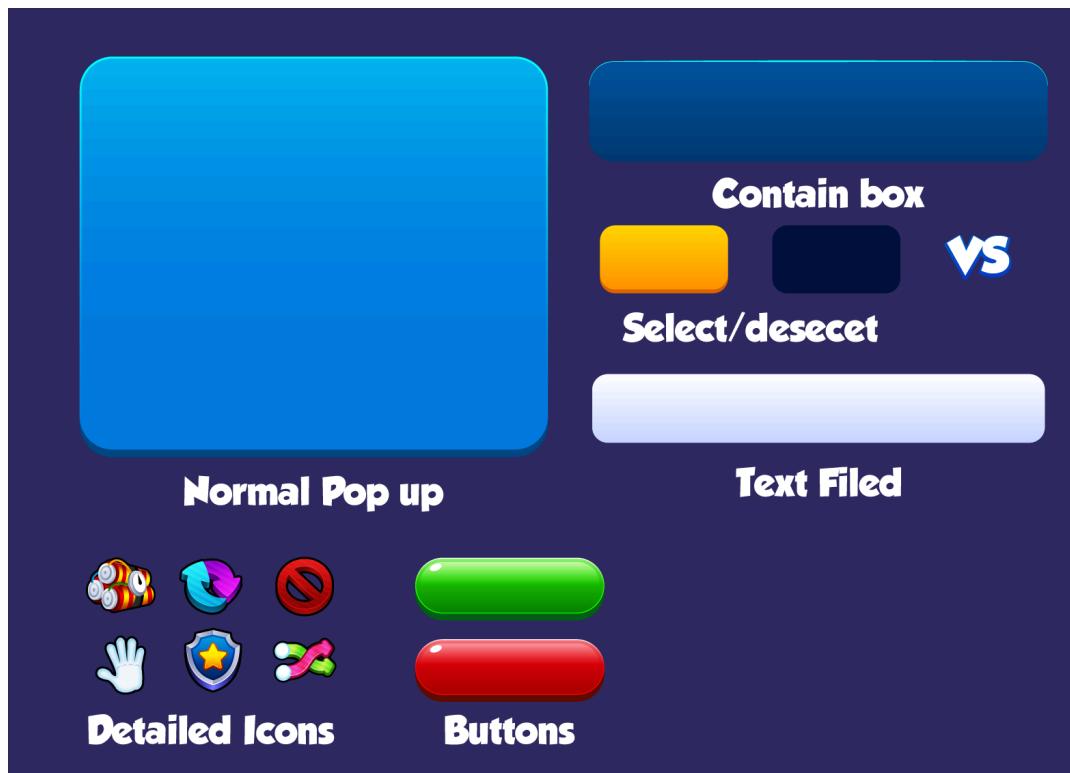
This image presents a collection of user interface elements intended for use within the main menu section of a 2D casual game. The set includes menu panels, headers, buttons, currency boxes, profile frames, icon backgrounds, and a range of functional icons.

These elements are designed to support main menu navigation, currency display, quick actions, and access to key game features, ensuring a structured and consistent interface layout.



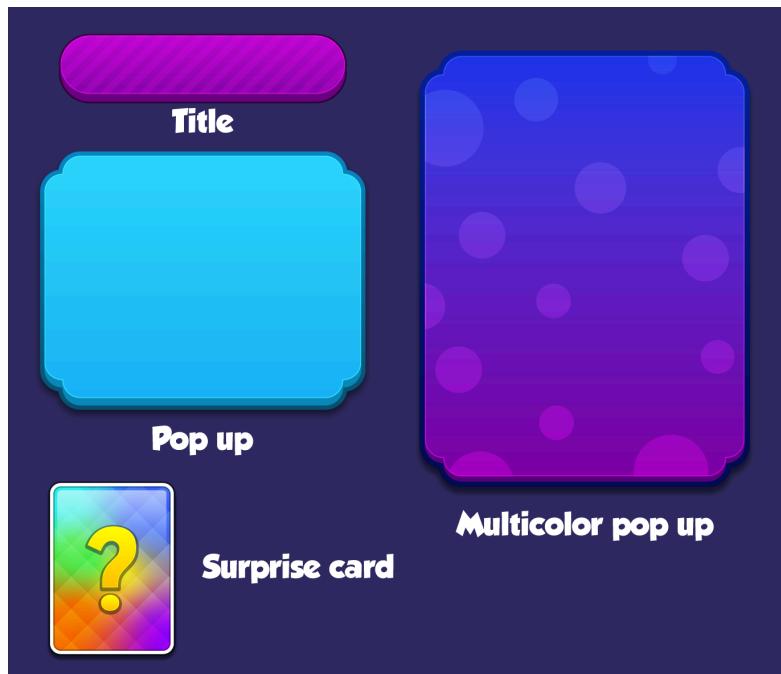
This image displays a set of general user interface elements commonly used across game screens. It includes on/off buttons, toggle bars and toggles, selection bars, and social media buttons.

The set also features currency and power icons, navigation controls such as back and close buttons, and a collection of social and system icons. These elements are suitable for settings screens, menus, and common interaction panels within a 2D casual game interface.



This image presents a set of UI elements designed for in-game pop-ups and interaction screens. It includes a standard pop-up layout, selection states for player or option choice, text input fields, and action buttons.

The set also includes detailed icons, designed to represent special abilities, power-ups, or gameplay enhancements. These icons are suitable for use in pop-ups, reward screens, and selection panels within games.



This image shows UI elements designed for pop-up and reward screens in-game. It includes a title bar, standard pop-up layout, and a multicolor pop-up used for special events or highlights.

The set also features a surprise card element, suitable for mystery rewards, bonuses, or unlockable content within the game interface.

## Support and Feedback

We value your feedback and are here to help!  
Reach out to [300 Mind](#) via our contact page Or [Mail](#) us.

*Thank you for choosing the 2D Mobile Game UI Kit. We hope this documentation helps you.  
Happy Gaming!*

# THANK YOU