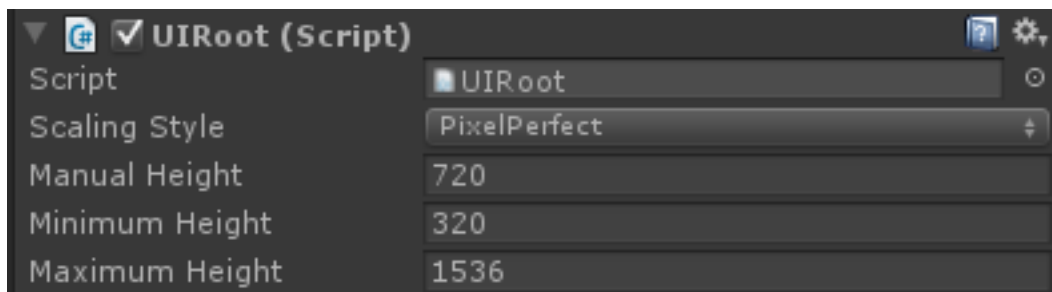
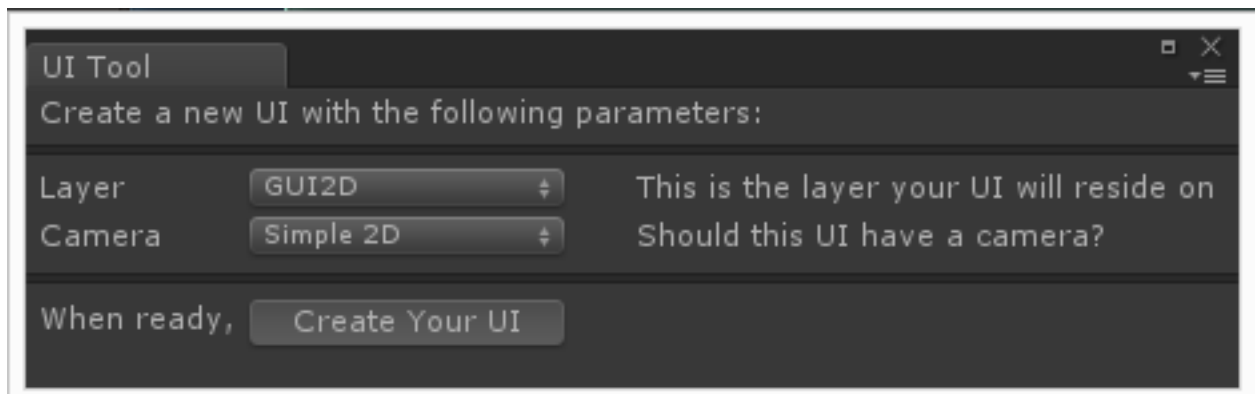
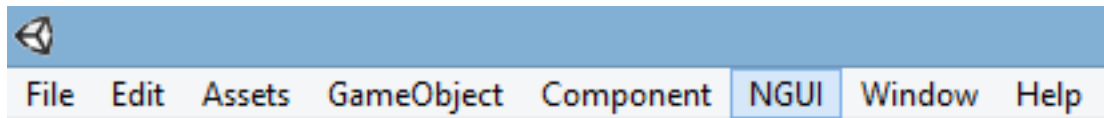


# Chapter 1



UICamera (Script) ? ⚙

Event Type: UI

Event Mask: GUI2D

Debug:

Allow Multi Touch:

Sticky Press:

Sticky Tooltip:

Tooltip Delay: 1 seconds

Raycast Range: -1 unlimited

**Event Sources**

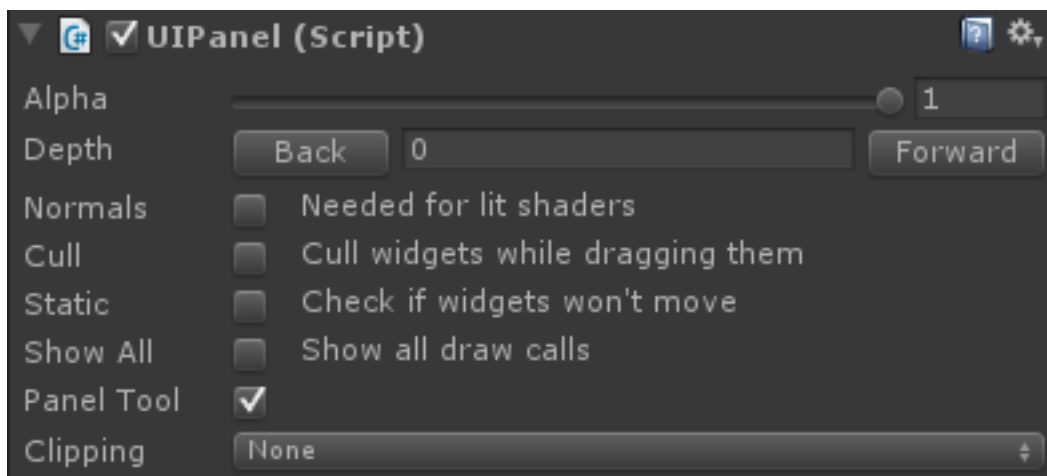
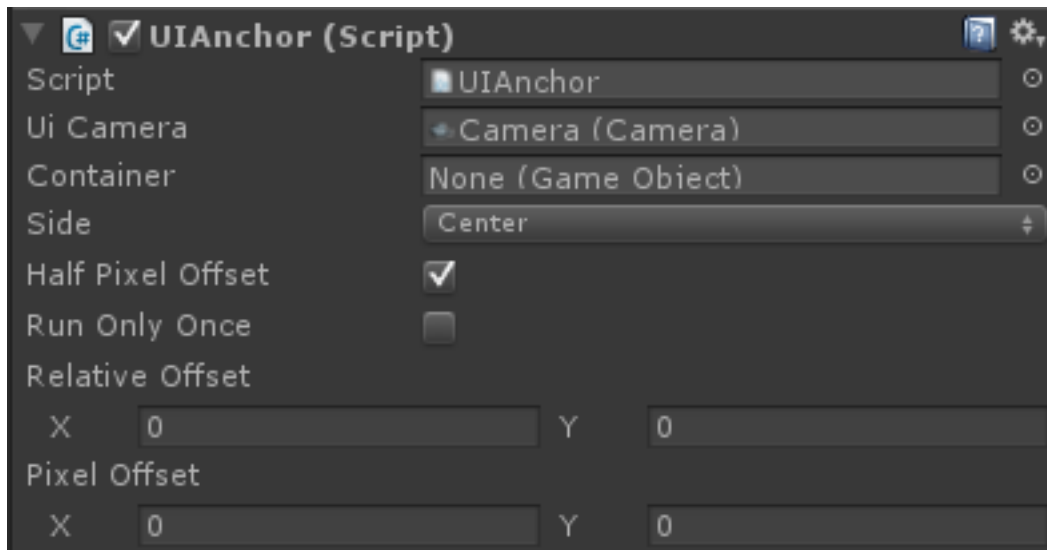
Mouse	<input checked="" type="checkbox"/>	Touch	<input checked="" type="checkbox"/>
Keyboard	<input checked="" type="checkbox"/>	Controller	<input checked="" type="checkbox"/>

**Thresholds**

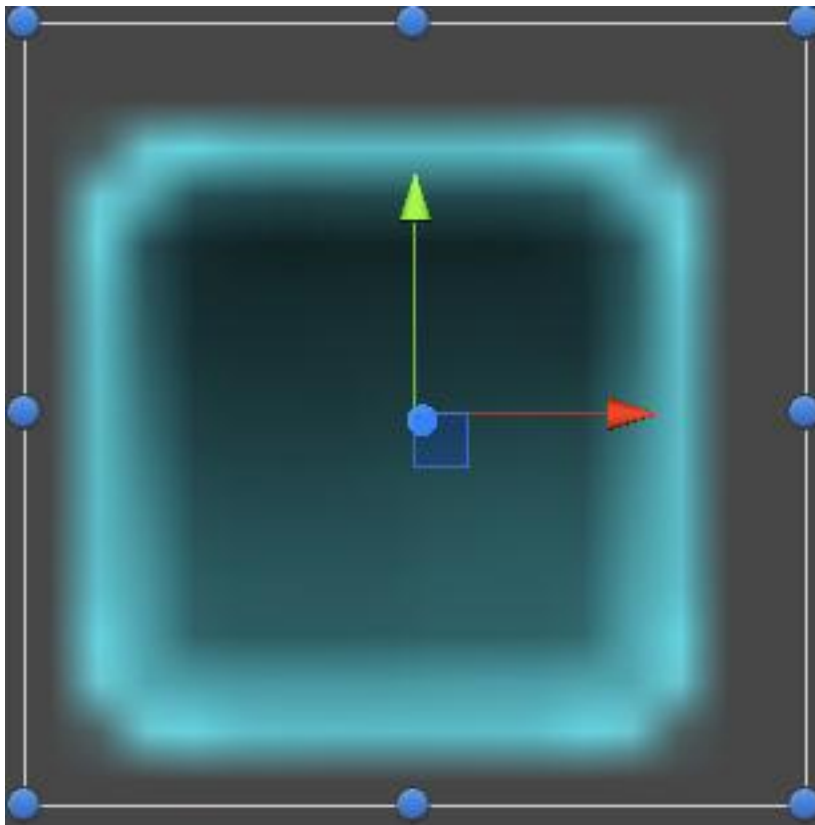
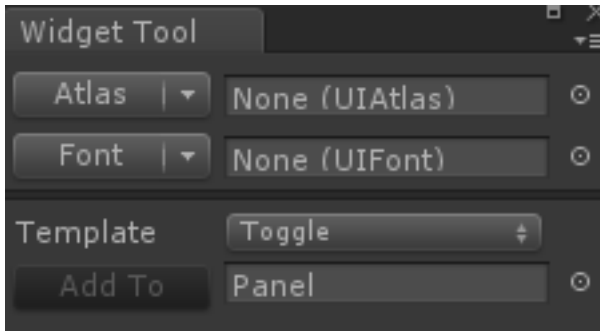
Mouse Drag	4	pixels
Mouse Click	10	pixels
Touch Drag	40	pixels
Touch Tap	40	pixels

**Axes and Keys**



Horizontal	Horizontal
Vertical	Vertical
Scroll	Mouse ScrollWheel
Submit 1	Return
Submit 2	JoystickButton0
Cancel 1	Escape
Cancel 2	JoystickButton1











## Chapter 2



**Widget**

Color Tint  

Clipboard  

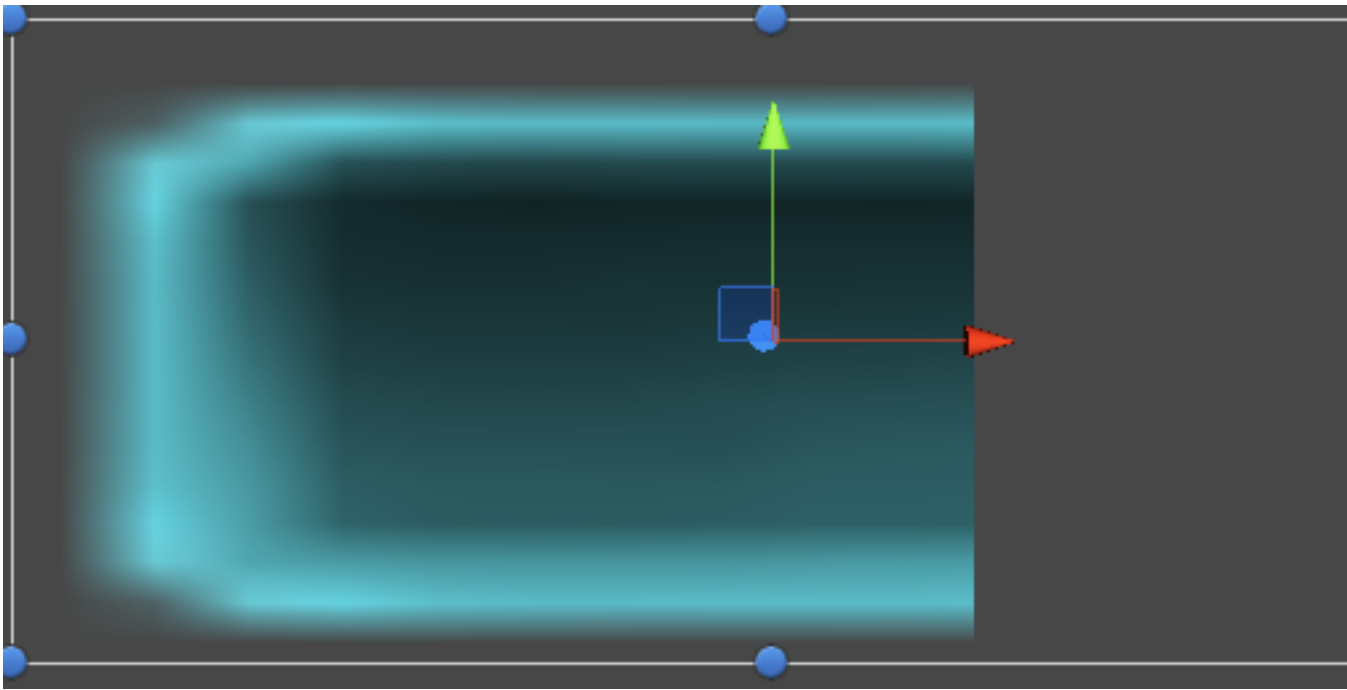
Pivot      

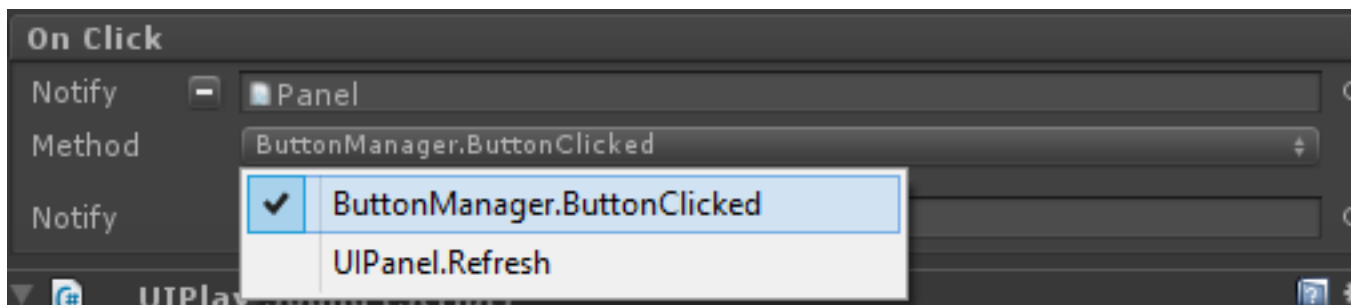
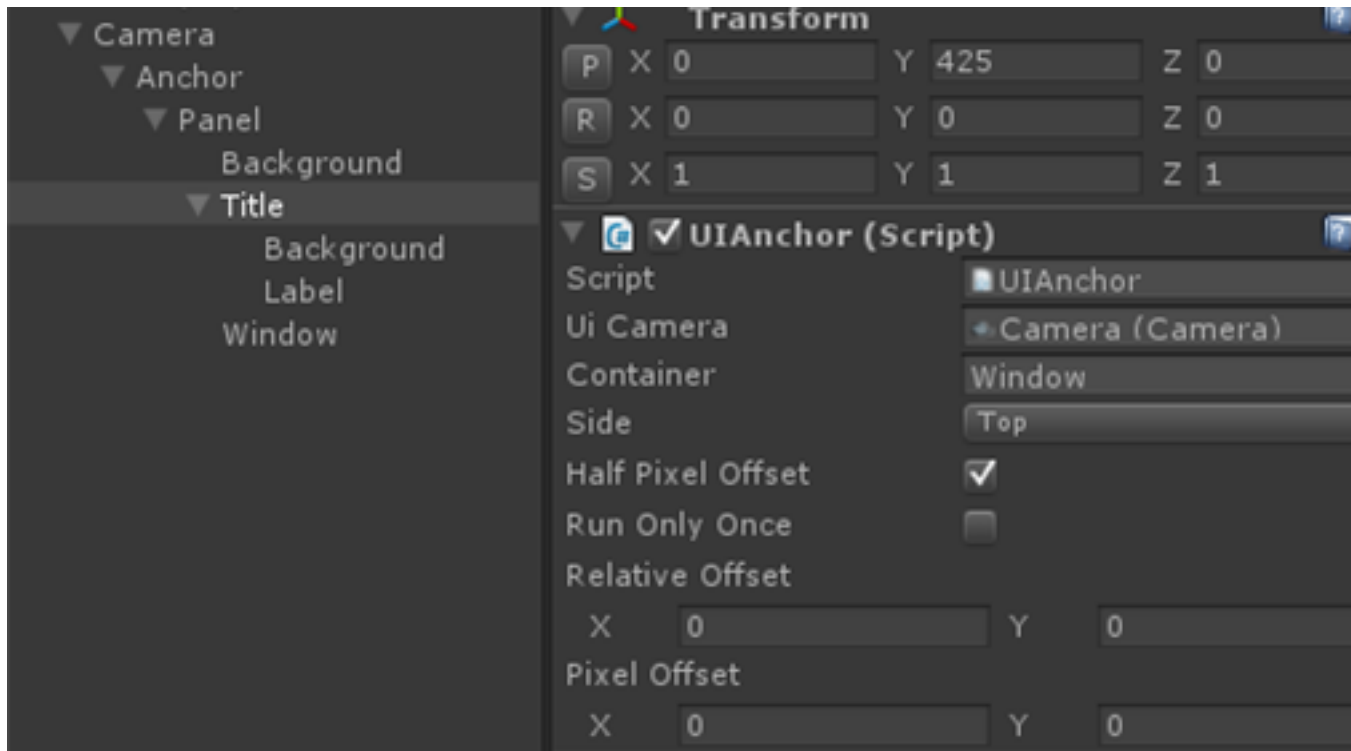
Depth

Dimensions  x













- ▼ Nickname
  - Background
  - ▼ Input
    - Background
    - Label
  - Label

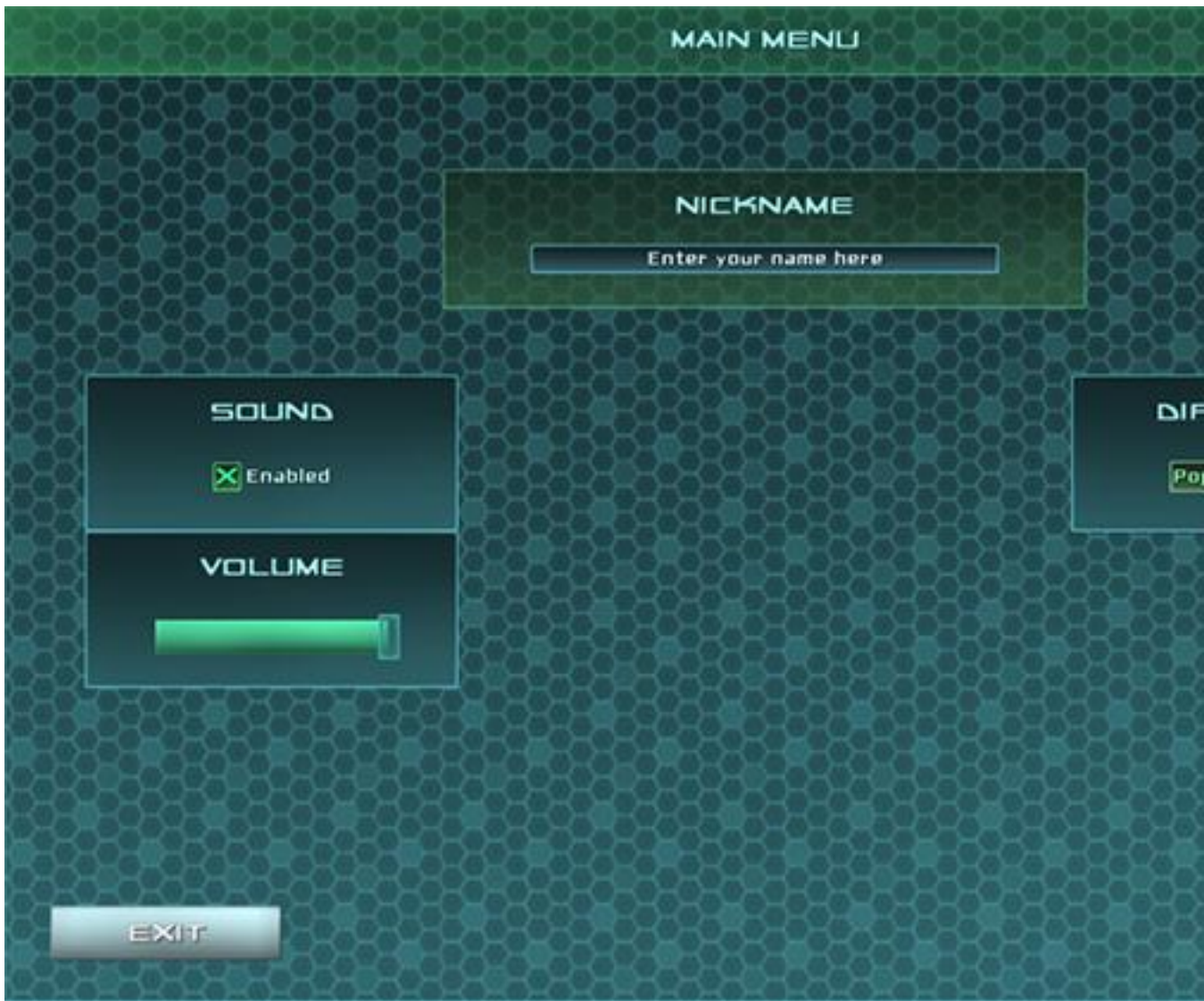


- ▼ Volume
  - Background
  - Label
  - ▼ Slider
    - Background
    - Foreground
    - Thumb

Toggle

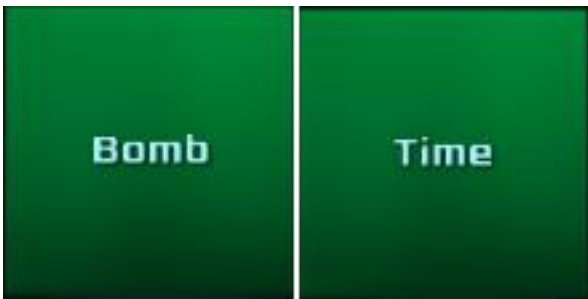


- ▼ Difficulty
  - Background
  - Label
  - ▼ Popup
    - Label
    - Sprite



## Chapter 3





# MAIN MENU

## NICKNAME

Aze

## POWERS

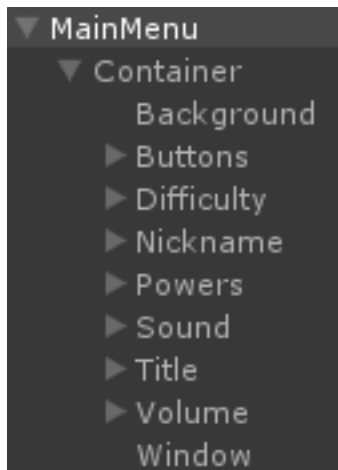
### Selected

Drag  
Power  
here

### Available

Bomb

Time

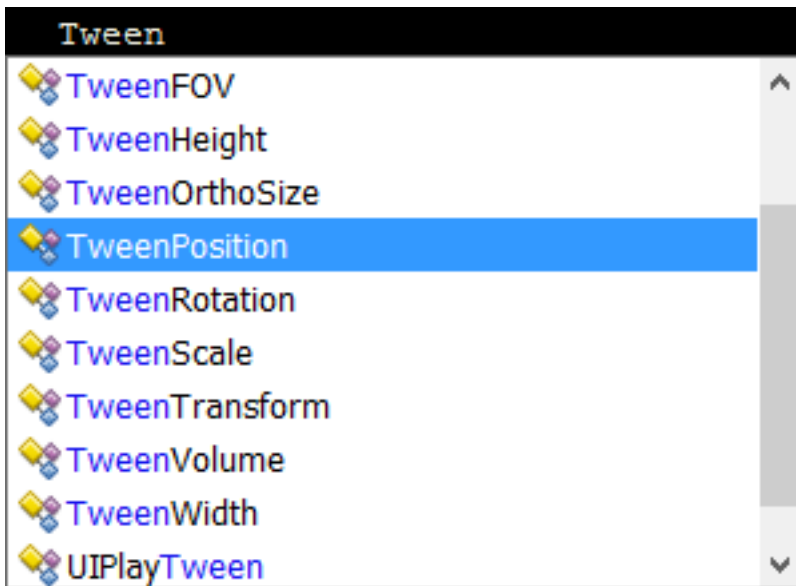
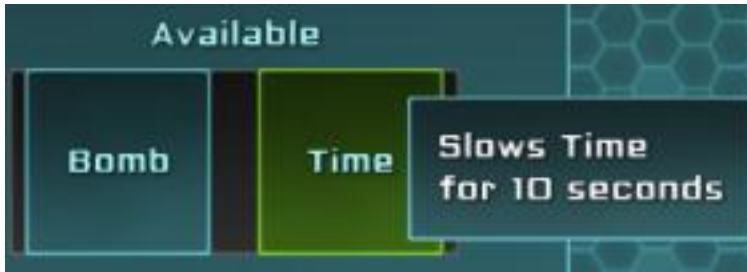


You can Select one of two Powers:  
**Bomb**: Explodes all enemies at once  
**Time**: Reduces Time speed for 10 seconds




Chapter 4





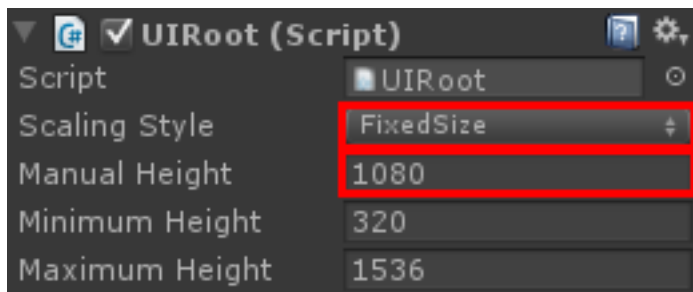
UIButton Keys (Script)

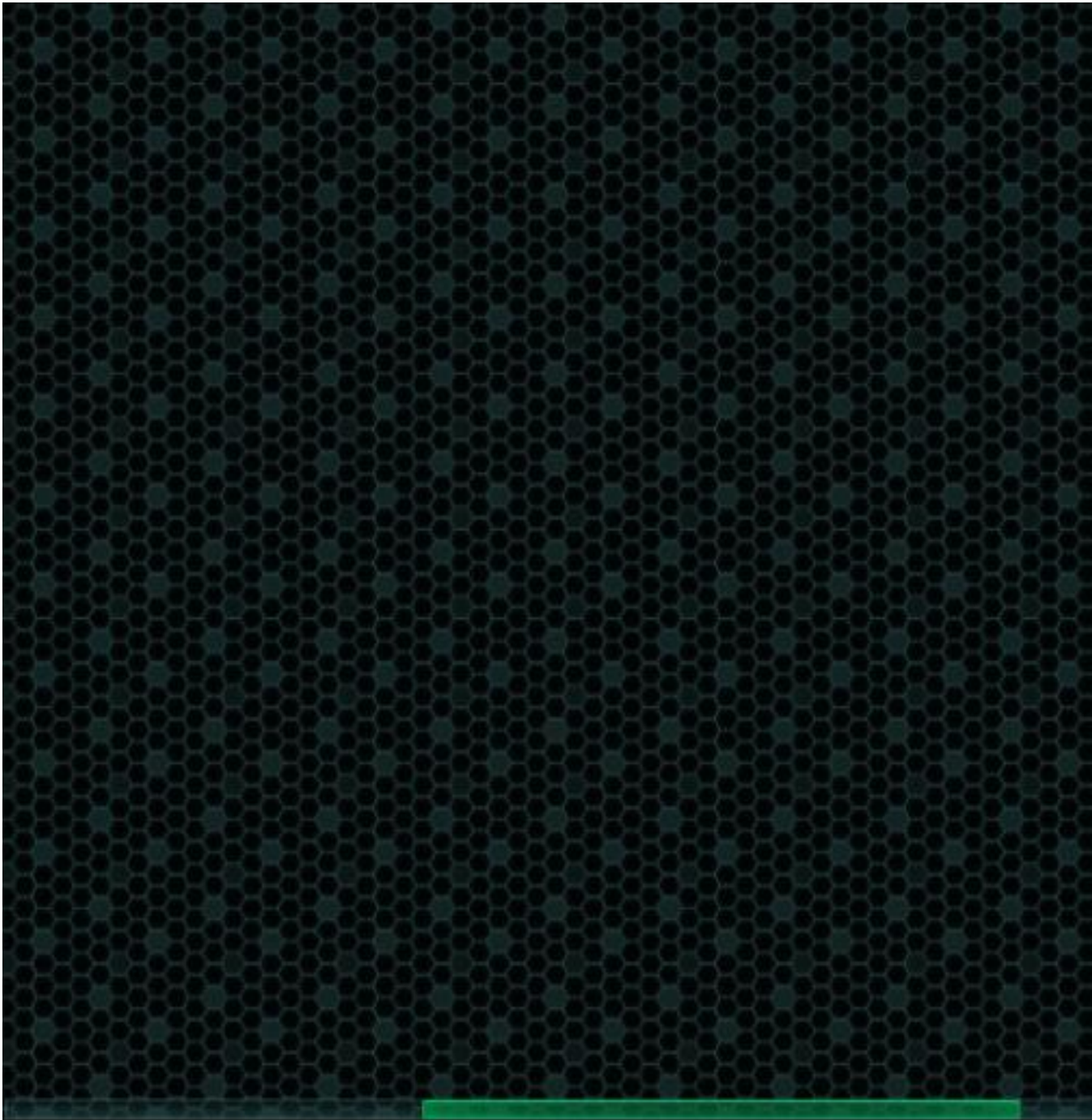
Script	UIButtonKeys	
Starts Selected	<input type="checkbox"/>	
Select On Click	None (UIButton Keys)	
Select On Up	None (UIButton Keys)	
Select On Down	None (UIButton Keys)	
Select On Left	None (UIButton Keys)	
Select On Right	None (UIButton Keys)	

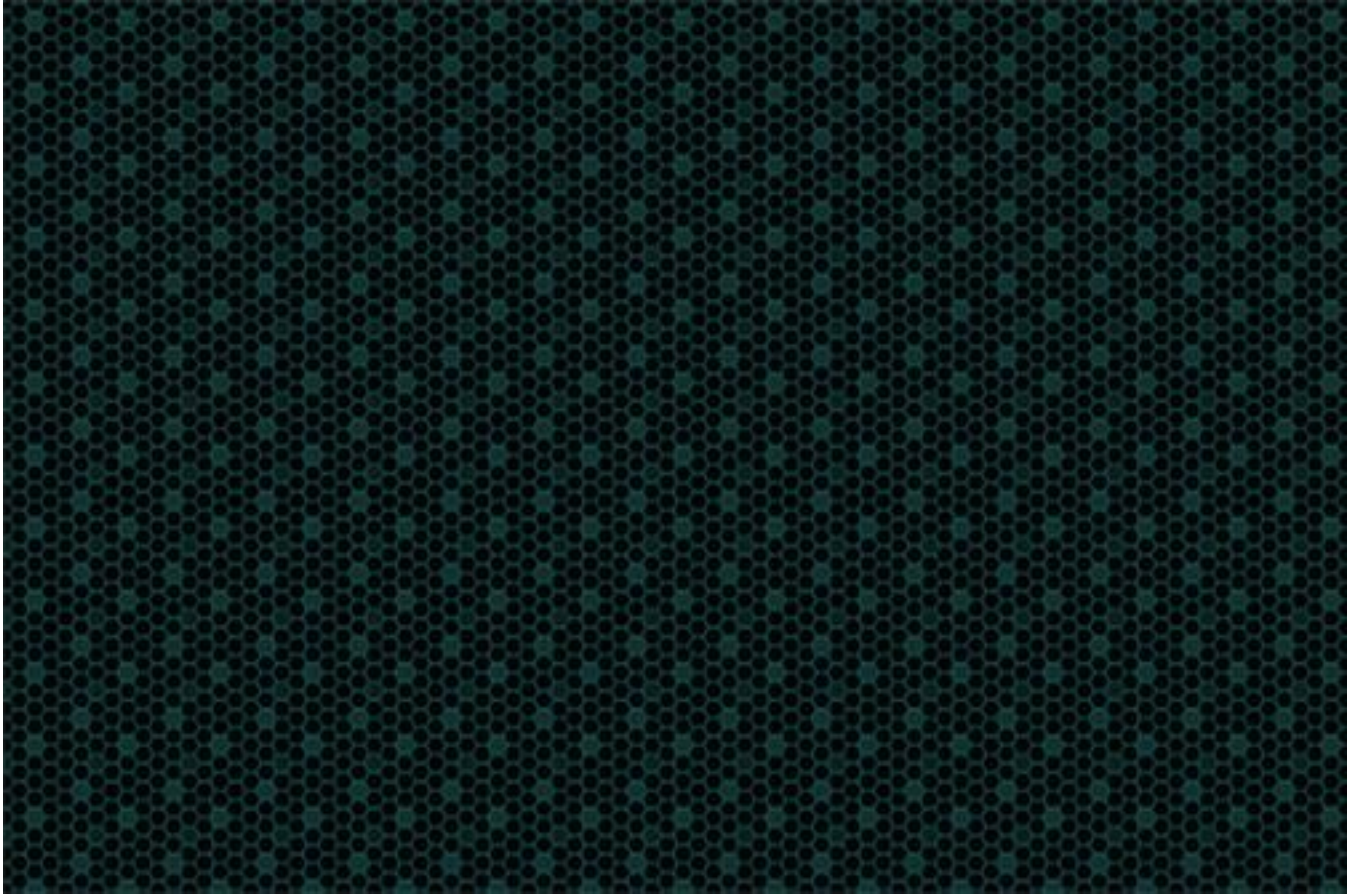
 **Replace existing component?**  
A BoxCollider is already added, do you want to replace it with a Collider?



## Chapter 5



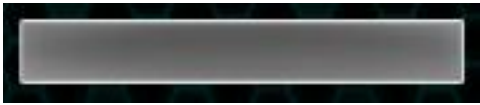




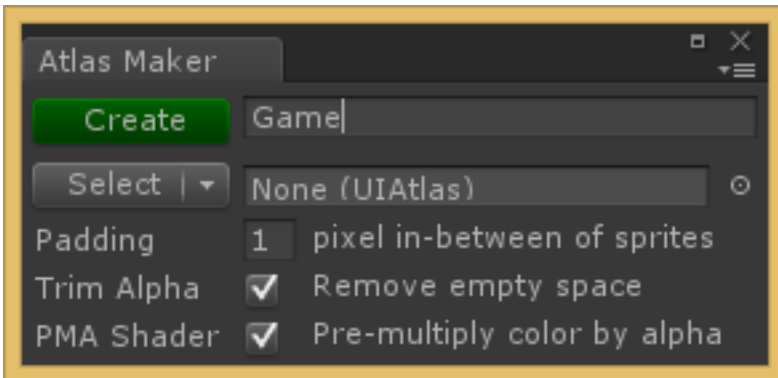


- ▼ UI Root (2D)
  - ▼ Camera
  - ▼ Anchor
  - ▼ UI
    - ▼ HorizontalScrollbar
      - Background
      - Foreground
    - ▼ VerticalScrollbar
      - Background
      - Foreground
  - ▼ Viewport
    - Background

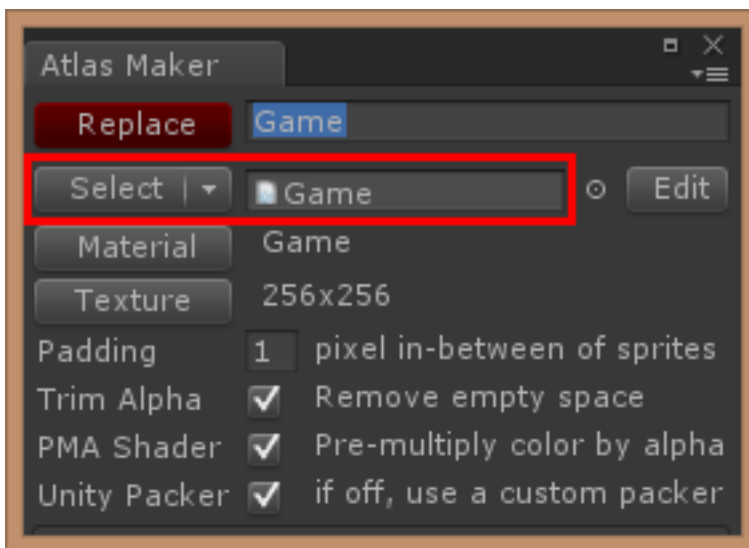


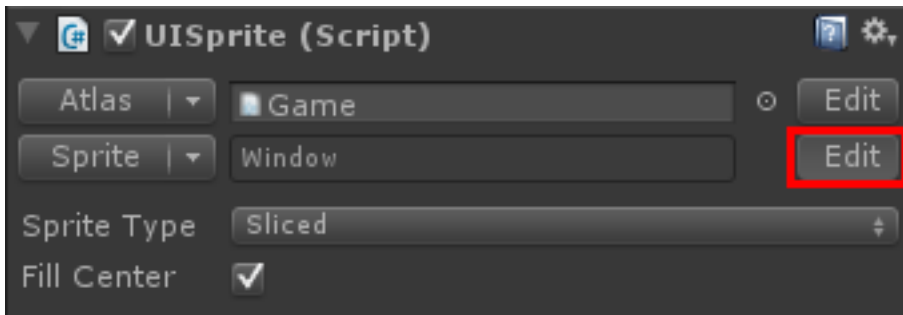


## Chapter 6









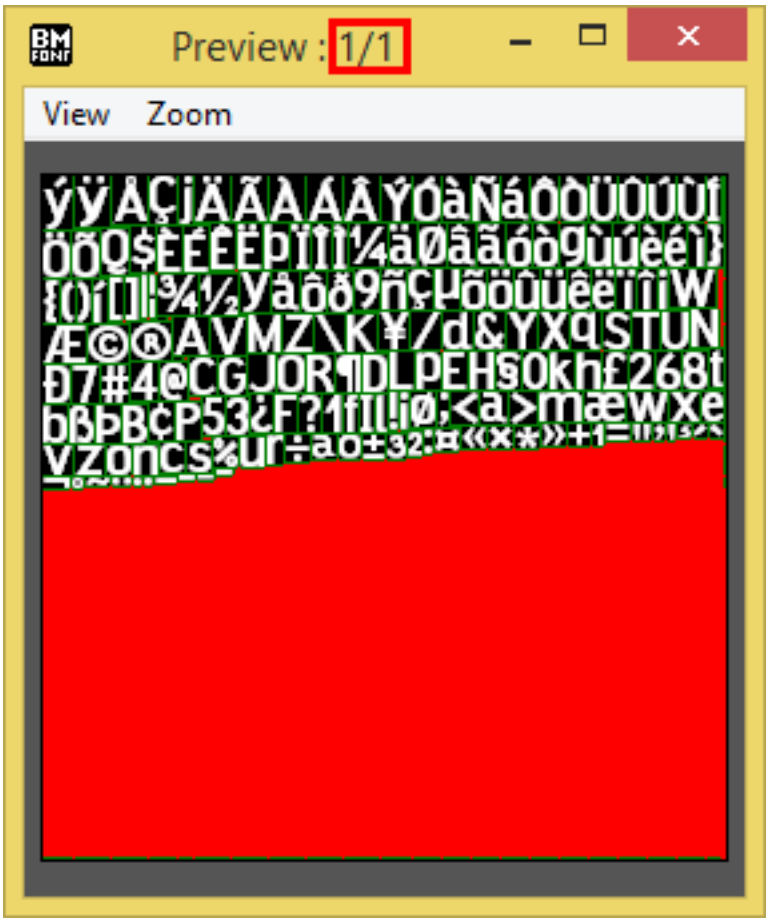
### Sprite Details

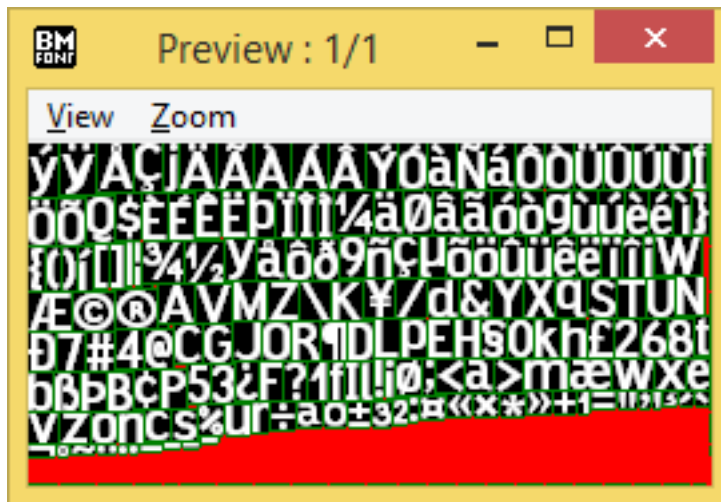
Sprite | Window

Dimensions	X	0	Y	63
	Width	64	Height	64
Border	Left	28	Right	28
	Bottom	7	Top	40
Padding	Left	0	Right	0
	Bottom	0	Top	0

<< Return to Background







— Texture —

Width:  Height:

Bit depth:  8  32

Pack chars in multiple channels

Chnl	Value	Invert
A:	<input type="text" value="glyph"/>	<input type="checkbox"/>
R:	<input type="text" value="one"/>	<input type="checkbox"/>
G:	<input type="text" value="one"/>	<input type="checkbox"/>
B:	<input type="text" value="one"/>	<input type="checkbox"/>

Presets:

UISprite (Script)

Atlas | Game Edit

Sprite | Space Edit

Sprite Type Tiled

Sprite Details

Sprite | Space

Dimensions	X	0	Y	256
	Width	256	Height	256

Border	Left	1	Right	1
	Bottom	1	Top	1

Padding	Left	0	Right	0
	Bottom	0	Top	0

## MAIN MENU

You can Select one of two Powers:  
**Bomb:** Explodes all enemies at once  
**Time:** Slows Time for 10 seconds

## NICKNAME

Aze

## POWERS

### Selected

Drag  
Power  
here

### Available



## Chapter 7

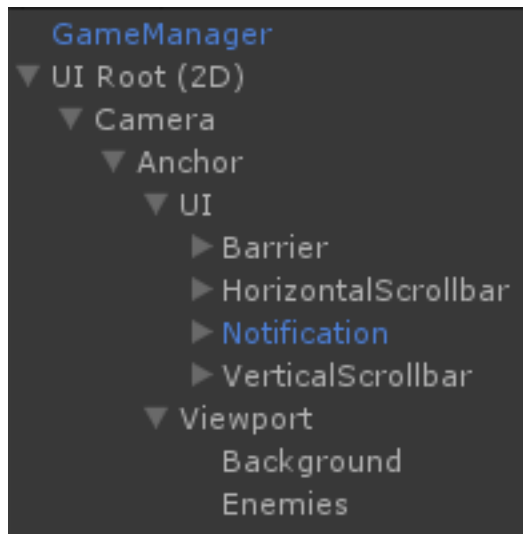


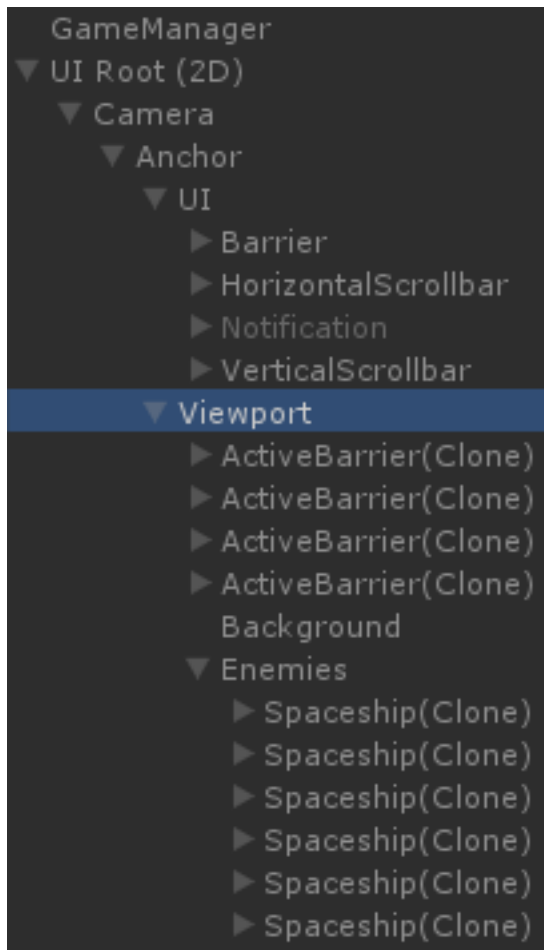
Wait 3s

Ha

Code Encrypted













wait 2s





▼   **Enemy Spawn Controller (Script)**  

Script	 EnemySpawnControl 
Enemy Prefab	Spaceship 
First Enemy Delay	1
Min Interval	4
Max Interval	15
Min Movement Time	20
Max Movement Time	50
Destruct Code Chance	60

▼ **Word Keys**

Size	5
Element 0	Space
Element 1	Neptune
Element 2	Moon
Element 3	Mars
Element 4	Jupiter
Current Word	