PROCJAM UI BUNDLE
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Hey! Here's just some quick info about this bundle that (I hope) should help you with your programming.

The UI bundle has most of the assets needed to make simple UI! Not only can you customize the UI with the assets provided, but I used a single palette across the bundle, so you can customize their colors should you wish to do so:
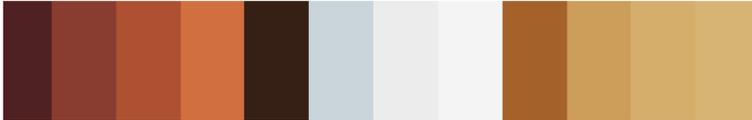
r	80	137	173	209	54	201	236	244	165	205	213	215
G	33	60	81	111	31	213	236	244	97	157	174	180
B	34	48	51	63	20	218	236	244	42	90	108	116

r	190	218	255	253	126	160	193	204
G	92	138	192	219	0	0	0	78
B	20	0	14	145	0	0	0	78

UI Boxes

Some things to know about the box assets, used to build UI boxes for menus and dialogue bubbles and such:

Each box asset is titled "BoxXX_YY" where both "XX" and "YY" are two digit numbers from 00 to 99. "XX" is the label for the style of the box (such as wood, parchment, bubble, etc) and "YY" is the piece of the box.

- If "YY" is "00", the piece is a complete square.
- If "YY" is "01", the piece is a complete endpiece with 3 edges.
- If "YY" is "02", the piece is a long bar with 2 parallel edges.

- If "YY" is "03", the piece is a bottom left corner.
- If "YY" is "04", the piece is a left edge.
- If "YY" is "05", the piece is center filler piece.

Not all box types have all types of pieces.

UI Bars

Some things to know about the bar assets, which are used for health and slide bars. There are two kinds of bars, "bar00", which is a slider bar such as the type used for sound volume or a timing-based prompt, and "bar01", which is a traditional health/energy/mana bar. "Bar01" fits perfectly inside "box04", should you want a container of some kind for it.

- Both bars have a suffix of "_00" or "_01"
  - If the suffix is "_00", it is the end or cap of the bar
  - If the suffix is "_01", it is the length or body of the bar

The asset UI_01 can be used as the knob or notch that slides up and down "bar00"

Other UI Assets

Everything else has the name "UI_XX" where "XX" is a two digit number starting at "00" and going up by 1. Most of these are simple, common icons found in most UIs, but they can be used however you like!