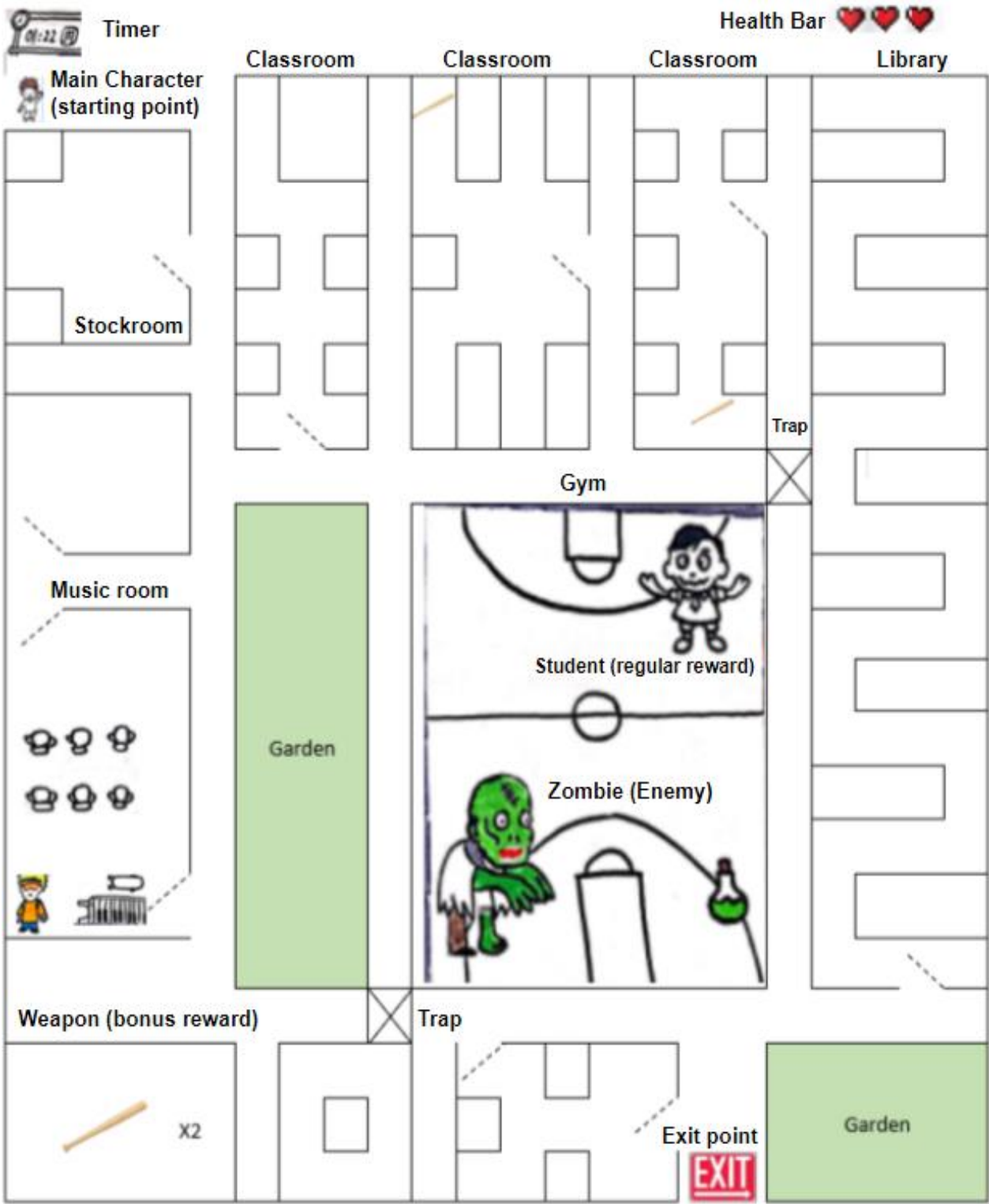Mock-up Interface:

UI Main Menu:

Player choose level of difficulty (optional):