SCENE: MENU

|  |  |
| --- | --- |
|  | * Create Menu scene and arrange UI * Hiscore is read from savefile if available and stored as local variable; if not available, show a hardcoded default case of 0. * User enters name. Name is stored in Main Manager and used for Best Score * Start button runs game * Exit button quits application and play mode, using conditional compiling * Reset Best Score overwrites save file with “”, then resets local Best Score to nil |

SCENE: MAIN

|  |
| --- |
|  |
| * Rearrange UI to be less intrusive * Update Best Score automatically as it is exceeded during the game session   + Add a particle effect! But only do it once. * When all bricks are gone, respawn them in a random order so the game can continue   + Play a sound too * Game Over screen appears over main game window, but all bricks despawn as well without adding to score. * See if you can do something about non-randomized impact angles |