* Allow easy switch between Solo and Splitscreen in finished menu – how to open the other map i.e. in Blueprint, how to open Solo (when on splitscreen map) and how to open splitscreen (when on solo map) using the same button
* On splitscreen map, when replaying or knocking other player over edge at start or going to main menu and then back to splitscreen it creates a third player screen.
* When moving from the split screen map to the solo map, it starts in splitscreen.