Colin Hite

UI/Interface Master Menu List

Title Menu

* Play Button (3 States) – To LAN Lobby menu
* Options Button (3 States) – To Options menu
* Exit Button (3 States) – Exits Game

Options Menu

* Volume Slider (1 Label, 1 Slider)
* Texture/Render Quality Selection (1 Label, 3 States) – (4K, 1080p, 720p)
* Control hand swap Button (3 States, On/Off Label)
* Control mapping (Multi-tier list, One for each control, One label on each option)
* Back Button (3 States) – To Title Menu

LAN Lobby Menu

* Menu Button (3 States) – To Title Menu
* Join Button (3 States) – To Game/Match
* 4 Block dino selection () \/

Each block contains

-Your Name/Player

-A drop down list of all playable dinos

Pause Menu (accessed in game via the VR controllers)

* Resume Game Button (3 States) – To Game
* Exit Match Button (3 States) – To LAN Lobby Menu <Player verification Card, 1 Button>
* Options Button (3 States) – To Options Menu

Game Over Menu

* Back to Lobby Button (3 States) – To LAN Lobby Menu
* Spectate Button (3 States) – To Game <only player movement enabled, To Lobby Btn>