Name	Aesthetic	Description	Sound On Click	Loop?
Start Button		The Start status allows a quick start to the last level reached.	SC_Click_03a	NO
Skin Button		This button allows, when present in the interface, access to a menu, which opens in overlay, where skins can be changed quickly.	SC_Click_03a	NO
Options Button		Button used in some screens to open the options screen where the player can decide whether to activate/deactivate background music, pho In the same interface, the player can also decide to change the game language.	SC_Click_03a	NO
Level Button		The Start status allows a quick start to the last level reached.	SC_Click_03a	NO
Hint Button		Allows the player to use a hint	SC_Click_03a	NO
Restart Button		Using this button, the player can restart the current level	SC_Click_03a	NO
Play/Resume Button		Allow the player to resume the level played from the pause menù screen	SC_Click_03a	NO
Back Button		Allows you to return to the previous screen	SC_Click_03a	NO
Undo Button		Allows you to undo the last action performed	SC_Click_03a	NO
Pause Button		When clicked it momentarily stops the game and opens an overlay screen with some options (audio/video)	SC_Click_03a	NO
Exit Button		Allows, when and if possible, to close an overlay screen	SC_Click_03a	NO
Shop Button		Using this button, players can access the shop screen	SC_Click_03a	NO
Adv Button			SC_Click_03a	NO
Yes Button		Button used to confirm the activation or closure of certain screens	SC_Click_03a	NO
Stages Button		Allow the player to select the unlocked levels that are available	SC_Click_03a	NO
Level Selection Arrow		Using this button located on either side of the current level indicator, players can change the level being played. If the player has not unlocked the next level, they will not be able to access it.	SC_Click_03a	NO
Level Button		Button allowing access to the level indicated on it	SC_Click_03a	NO
Locked Level Button		This button stands fort he levels that has yet to be unlocked	SC_Click_03a	NO