A scene:

1. Fade to scene's bg from black and bring in UI elements

2. Launch first event

3. Progress through all events for the scene on player input (or timed event?)

4. Hide UI elements and fade to black, wait 1-2 seconds

5. Close scene and load next

1:

A. Immediately move black overlay on top of all elements in the scene, fade to full alpha in 2 seconds

i. In \_ready(), move a screen-size black rectangle (can Godot generate a filled rect?) to top left and size of window.

ii. In \_ready(), start a Timer from 2 seconds down.