You can ignore these if you want, these are just some things that I thought of for menu screens. They’re really basic

During the selection screen(so the pause, and opening menus), the one highlighted will have an arrow next to the highlighted word while the other non selected words will be in gray or be at a lower opacity

Ex)

* Start

How to Play

Quit Game

In the game over and ending screens, there will be buttons. Do the same thing as before