

Concept 1:

Screen Directly after pressing/clicking "Play"

- * Maybe extra mode
- * "Classic" is just our basic game

1 Song Selection		
2	Song Title	
3 Song Difficulty		
Easy	Medium	Hard
Classic: Yes NO		
Endless: Yes NO		
5 Player Character		
Warning Up		
Ready 6		

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- 1 - Change Song (Music Background changes according to song as a sort of preview)
- 2 - Change song with arrow buttons and display song title (Arrows more graphical?)
- 3 - Determines the BPM / rate we make blocks appear? 5 - shows Player character doing warm-up exercises
- 4 - Game Modes; Only one or the other; Endless will just repeat song - game 6 - move on to actual