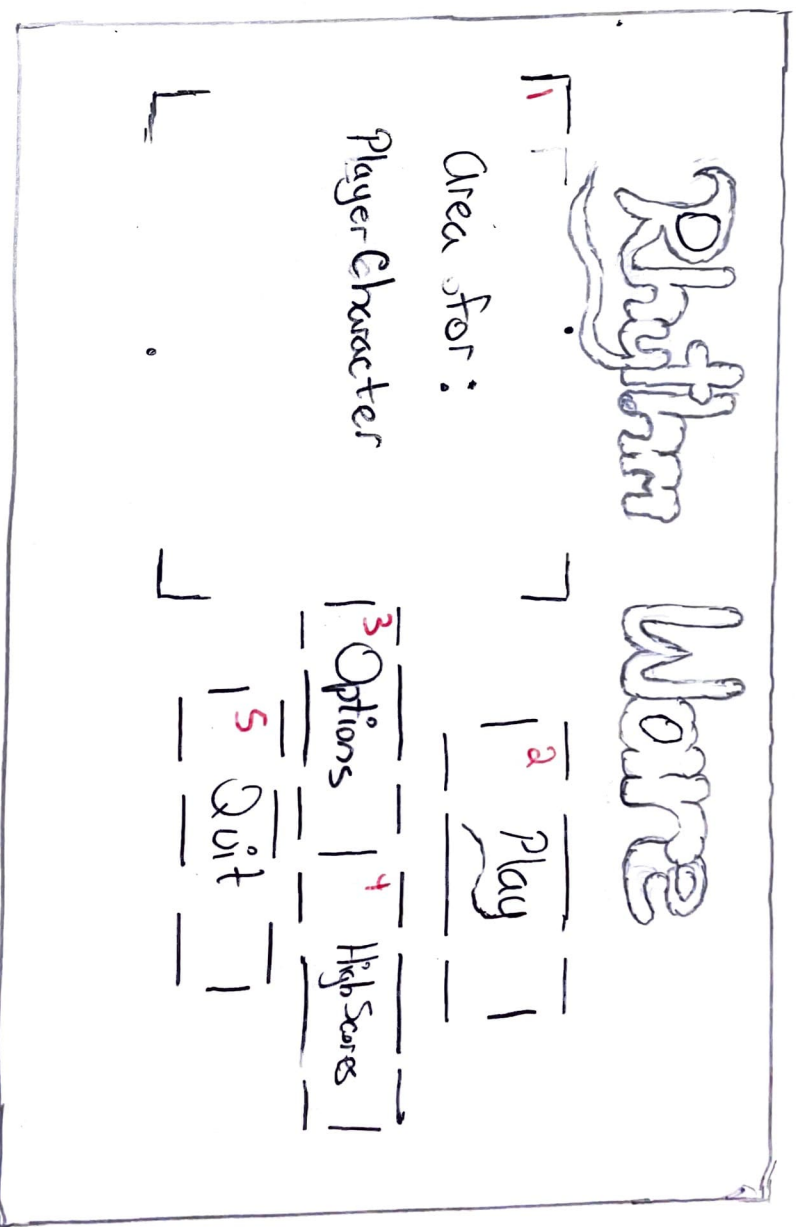
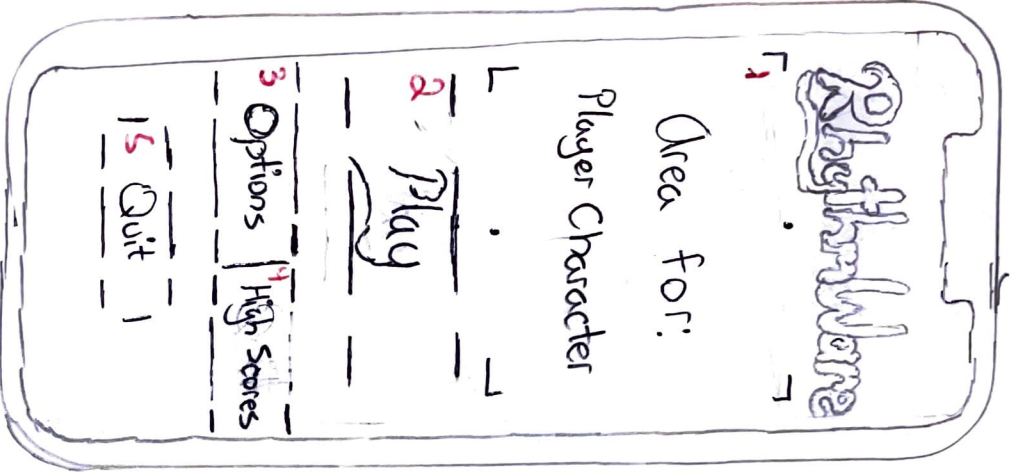


Concept 1: Opening Menu (Basic Placements)



- 1 - The player character model is destroying blocks. (Not User-Controlled) (Loop)
- 2 - Button leading to Game Setup
- 3 - Button leading to options menu
- 4 - Button leading to high score screen
- 5 - Exits Game