

GUI_DISPLAY_SPLASHSCREEN	
Returns:	-None
Arguments:	-None
Calls on procedures:	
-VIDEO_DRAW_RECTANGLE	
-VIDEO_PLOT_POINT	
-VIDEO_CLEAR_SCREEN	
Description:	Displays the intro screen.

GUI_UPDATE_PLAYER_POISITION	
Returns:	-None
Arguments:	
-[STACK] xPlayer1Position:	The location of player 1, in pixels, from the left of the screen.
-[STACK] yPlayer1Position:	The location of player 1, in pixels, from the top of the screen.
-[STACK] player1Visibility:	0 if player 1 is visible. 1 if player 1 is invisible.
-[STACK] xPlayer2Position:	The location of player 2, in pixels, from the left of the screen.
-[STACK] yPlayer2Position:	The location of player 2, in pixels, from the top of the screen.
-[STACK] player2Visibility:	0 if player 2 is visible. 1 if player 2 is invisible.
Calls on procedures:	
-VIDEO_DRAW_RECTANGLE	
-VIDEO_PLOT_POINT	
Description:	Draws the players on the screen.

GUI_REFRESH_FIELD	
Returns:	-None
Arguments:	-None
Calls on procedures:	
-VIDEO_DRAW_RECTANGLE	
-VIDEO_PLOT_POINT	
Description:	Draws a blank playing arena.

GUI_UPDATE_SCORE	
Returns:	-None
Arguments:	
-[STACK] player1Score:	The number of wins of player 1.
-[STACK] player2Score:	The number of wins of player 2.
-[STACK] matchNumber:	The number of the current match.
Calls on procedures:	
-VIDEO_DRAW_RECTANGLE	
-VIDEO_PLOT_POINT	
Description:	Updates the scores of players 1 and 2.

GUI_DRAW_OBSTACLE	
Returns:	-None
Arguments:	
-[STACK] xPosition:	The upper left position of the obstacle in pixels from the left of the screen
-[STACK] yPosition:	The upper left position of the obstacle in pixels from the top of the screen.
-[STACK] width:	The width of the obstacle.
-[STACK] height:	The height of the obstacle.
Calls on procedures:	
-VIDEO_DRAW_RECTANGLE	
-VIDEO_PLOT_POINT	
Description:	Displays one obstacle on the screen.