

# Glow Project in MENU

Main Menu

WESTERN Showdown

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START

CONTROLS

Space bar

Up arrow

Create box that float between  
notices

Controls

Player 1 Player 2

Player 1 & Player 2

Fire

Background

bool menuScreen = true;

bool controlScreen = false;

bool startGame = false;

if (menuScreen == true)

{ Draw title;

Draw start;

Draw options;

if (input up key)

{ Clear background;

Draw title;

Draw start;

Draw options;

if (input up key)

{ menuScreen = false;

Start game & draw;

if (input space key)

{ menuScreen = true;

Clear background

}

}

}

Draw & regular space

Background

bool menuScreen = true;

bool controlScreen = false;

bool startGame = false;

if (input.upKey)

{  
 clearBackground();

drawText();

drawStart();

drawOptions();

if (input.spaceKey)

{  
 menuScreen = false;

startGame = true;

}

}  
if (startGame = true)

{  
 window = clearBackground();

stillOutRegisterScore();

OR

List buttons as option 1 or 2?

Sync Space to fl + ?

How? How would you

link up each button to

options + highlight them +

+ make space option

Methods want nothing in space  
→ put outside of if loop

→ try to track selection pos and  
relative hit to space?

Using Space accidentally triggers  
all options

use mouse instead?  
Get mouse position on button?

if mouse position = button position  
bool true or false??

while loops perpetually load  
this may help use if  
statements > position to  
regime

OR

List buttons as option 1 or 2?

Sync Space to fl + ?

How? How would you

link up each button to

options + highlight them +

+ make space option

```
bool CentralButton()
```

```
{
```

```
    if (y <= 350)
```

```
        if (inputSpace)
```

```
            if (x <= 350)
```

```
                if (inputSpace)
```

```
                    return true
```

```
}
```

```
    return false
```

Also what register space

use collision vibrate to

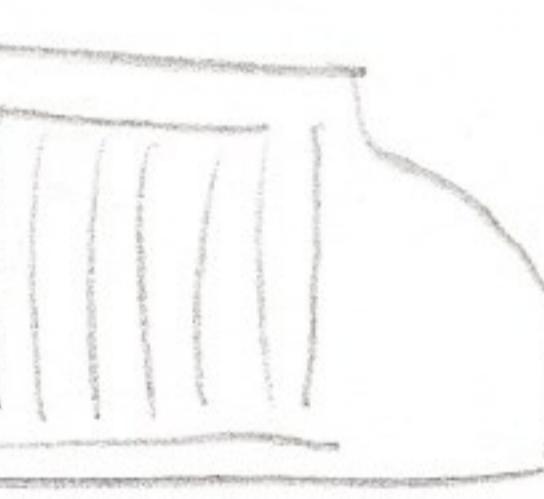
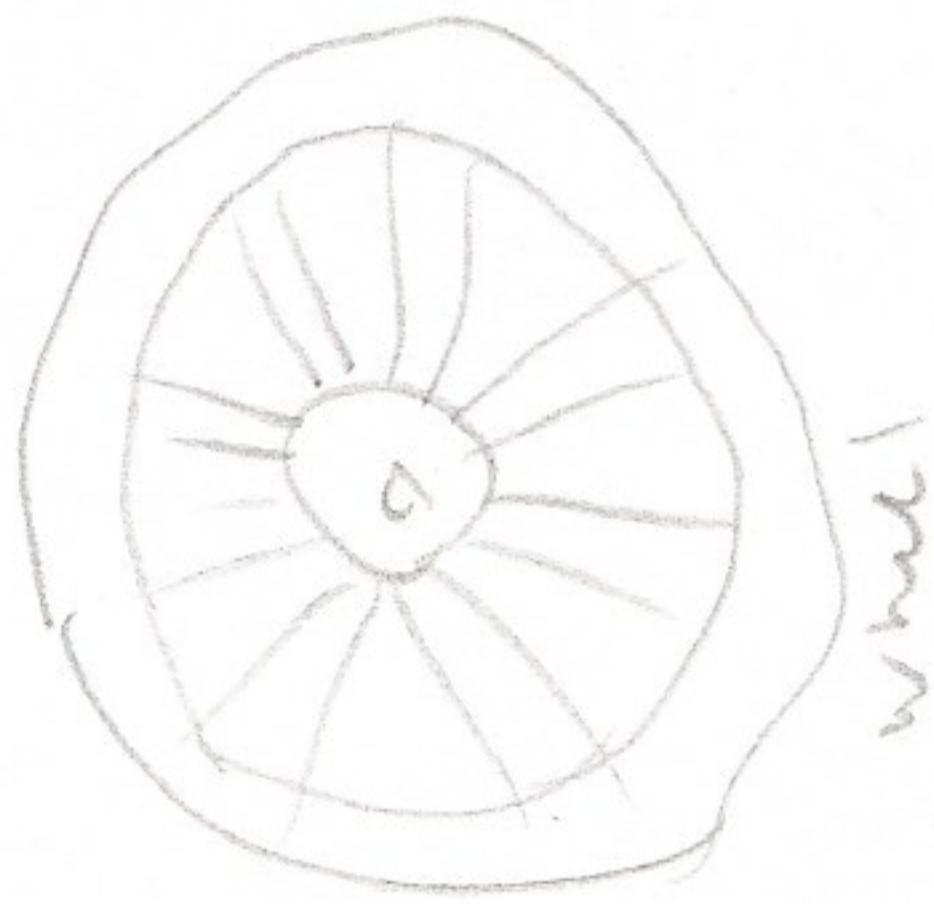
sync mouse input to button  
options instead?

If mouse pos == button pos + mouse pos <= button  
pos + size  
vibrate

Black & White / details grey  
Small menu art details



Cactus



Saloon  
Door

