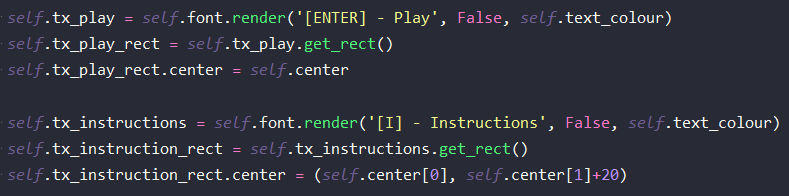
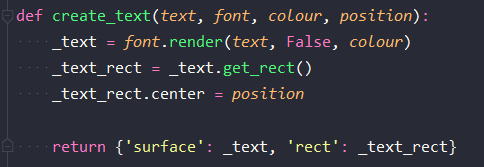
Issues and Improvements

# Menus

## Text

The menus for the game have lots of text objects. Creating each of these objects takes a significant amount of code which is cumbersome to write out and takes too much space. The code for two text objects is below:

To make this easier I wrote a function that would take parameters for the text and then return the text surface with its rect.

## Own window

Initially I had the menus taking up the entire screen, but this blocked out the game when paused. I thought it would look better to show the game paused in the background, so I researched how to place the menu onto its own surface rather than the screen. I could then place the menu surface wherever I wanted on the screen and change its size. I also learnt to update one surface at a time so while in menus only the menu is updated, this keeps the game frozen in the background.

## Private methods

The menu class has methods for drawing each of its menus, these should not be used from outside the class so I made them private using a double underscore\_\_.