Assignment 15.4: GUI Elements

Kyle Judge

**HUD**

Pause:

* Turns off the HUD object
* Turns on the PauseScreen object

**Pause Menu**

Resume:

* Turns off the PauseScreen object
* Turns on the HUD

Options:

* Turns off the PauseScreen object
* Turns on the OptionsScreen object

Restart:

* Will restart the game
* Can not make functional because there is nothing to reset

Quit:

* Exits the game

**Options Menu**

Back:

* Turns off OptionsScreen
* Turns on PauseScreen

Audio On/Off

* Toggles the audio
* No audio to toggle currently

Volume slider:

* Turns the volume up or down
* No volume to manipulate