Menu scene

select_item(direction)

select_item(direction)

↓

selected_item + direction > **0**
and
selected_item + direction < amount_of_items

— *true* →

menu_item at selected_item set to false

↓

selected_item += direction

↓

menu item at selected_item set to true

→ End

false ↓

End

update()

update()

↓

User input

— *true* →

Switch key pressed

↓

case left arrow — *true* → select_item(left)

false ↓

case right arrow — *true* → select_item(right)

false ↓

case enter — *true* → start(selected_item)

false ↓

End

User input — *false* ↓ → End