//public MainMenu

//load all the ascii art

//create variable int uiSelected to save current selection

//create varbiable bool uiChosen to check if user wants to select current selected

//print "Please fullscreen the application (f11) to continue, otherwise application might crash"

//print Press any key to continue

//wait for button press

//clear console

//while ui chosen is false

//clear console

//print the main logo ascii art

//switch ui selected

//case 0

//print continue as selected

//print start

//print credits

//break

//case 1

//print continue

//print start as selected

//print credits

//break

//case 2

//print continue

//print start

//print credits as selected

//break

//end switch

//switch user key input

//case "w" "uparrow"

//decrement selected if value is above 0 else do nothing

//break

//case "s" "downarrow"

//increment selected if value is below 2 else do nothing

//break

//default

//if any other button is pressed set selected to true

//break

//end switch

//clear console

//end while loop

//end MainMenu