Estimated time for a tutorial: nothing since I used a game that we made previously for class

Actual time: 0

Estimated time for extension: 6 hours

Actual time: 7 hours 18 minutes

The path selected: Path 2 -Slicing it Up

The way that I satisfied the requirements was by making an in-game menu that could be pulled up via a right click. It is navigable via mouse or arrows and to select an option one must only select with a left click or enter. There are 4 options two of which toggle the enemy vision cones while the third is a surprise button for fun, that just changes the music. The last button allows the player to leave the menu without being forced to make a selection. For the menu I made a custom crate look for the menu to make it look like it was constructed of wood and nails to fit the mid-western theme. I also had repeat toggled for the left and right slices so that the nails would line up with the boards and had repeating for the center to give the boards a little bit more of a crate look.