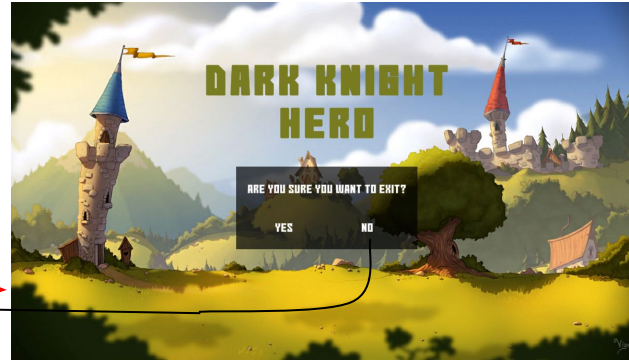The main menu is where the game will start when launched

If the user chooses to exit, they must confirm before the game will close

Once the user creates a new game, they will be entered into the game scene, where they can interact with the environment

The options menu has subcategories of game settings that can be changed

Once the user chooses singleplayer, they may create a new game or load a game from 1 of 3 save slots