# Notes (WIP):

>Thoughts while coding<

* Game is basically the choose your own adventure, but with the graphics introduced (buttons, multilabel, backgrounds, etc.)
* Have to figure out how to make buttons/button functions work in the same way that user inputs did for the previous assignment  
  - Buttons will lead to each node/menu in the same way that typing a keyword would lead to next node/menu in the previous assignment  
  -When the next node is presented, the text in the bigger box should change to match the description associated with that node/menu  
  -Should still be able to exit loop same as previous assignment
* Figure out why my intro won’t work at same time as main()???  
  -reference videos maybe
* **Remove Intro screen stuff (unnecessary)**
* **Make game SCENE and Adventure Game different (confusion causing)**
* **Figure out a way to make descriptions fit onto the screen with enough space to be readable AND enough space for the buttons (mess around with the multiLabel and formatting of description box and buttons)**