# Contributors

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# High Level Overview

Menu management is handled by the MenuManager.cs and Launcher.cs scripts. The menus are all in the same scene (apart from the pause menu of course), and are simply empty game objects that hold all of the menu components. They are activated and deactivated per request, handled by the MenuManager.cs script. The following menus are currently implemented:

## Loading Menu

Greets the user upon first entry to the game, as they’re connecting to or becoming the master client.

## Main Menu

When they’ve loaded into the game, they are greeted with the main menu. In here they enter their username, have the option of creating or finding a room, or exiting the game.

## Find Room Menu

Displays a list of currently open rooms

## Create Room Menu

Allows a user to specify a room name and create a room

## Room Menu

Once a player is in a room, they can see the room name and any players currently in the lobby. They have the option of leaving the room. The master client has the option of starting the game, and if they leave the lobby someone else becomes the master client. Once they start the game they are taken into the PreGameScene

## Error Menu

Only displayed for error handling, displaying the error text on the screen

# Implementation

All the menus are managed via a Canvas game object inside MenuScene. Attached to this canvas is the Launcher.cs script, which handles the PUN 2 Photon Network. It has also got UsernameManager.cs and MenuManager.cs attached to it.

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