***GUI Design***

Main Functionalities:

Menu Screen:

* It will have three buttons:
  + Play, which will allow the user to enter the game;
  + Options, so that the user can turn on/off music and/or sound effects,
  + Exit button, to exit the game.

Game Screen:

* Within the game, there will be a HUD giving information regarding the character state, such as:
  + health points (HP);
  + energy shield (ES);
  + weapon selected;
  + ammo available;
  + dash charges;