Name	Aesthetic	Description	Sound	Activation	Loop?
Button Name (Naming Convention	lmage	Button function	Button SFX	If the button function is activated by click, hold or release	YES/NO If Yes the button sound is played in a loop If No the button sound is played once
Map Button		Opens a window with the game map screen	SC_Click_01a	The button function is activated by click	NO
Menu Button		It opens the general menu.	SC_Click_01a	The button function is activated by click	NO
Insights Button		It opens the insights screen.	SC_Click_01a	The button function is activated by click	NO
Photo Scan Button		It opens the screen for scanning the paintings.	SC_Click_01a	The button function is activated by click	NO
Scan Button		If clicked, it initiates the painting scan.	SC_Click_01a	The button function is activated by click	NO
Shop Button		It opens the Stop menu.	SC_Click_01a	The button function is activated by click	NO
Options Button		It opens the Options menu.	SC_Click_01a	The button function is activated by click	NO
Audio Button		It opens the Audio sub-menu.	SC_Click_01a	The button function is activated by click	NO
Video Button		It opens the Video sub-menu.	SC_Click_01a	The button function is activated by click	NO
Slider Handler		Moving it on a slider in the Audio submenu allows you to adjust the value of a specific parameter.	SC_Click_01a	It activates by holding it down and moving it; once released, it sets the chosen value.	NO
Back Button		If clicked, it allows you to return to the previous screen.	SC_Click_01a	The button function is activated by click	NO
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