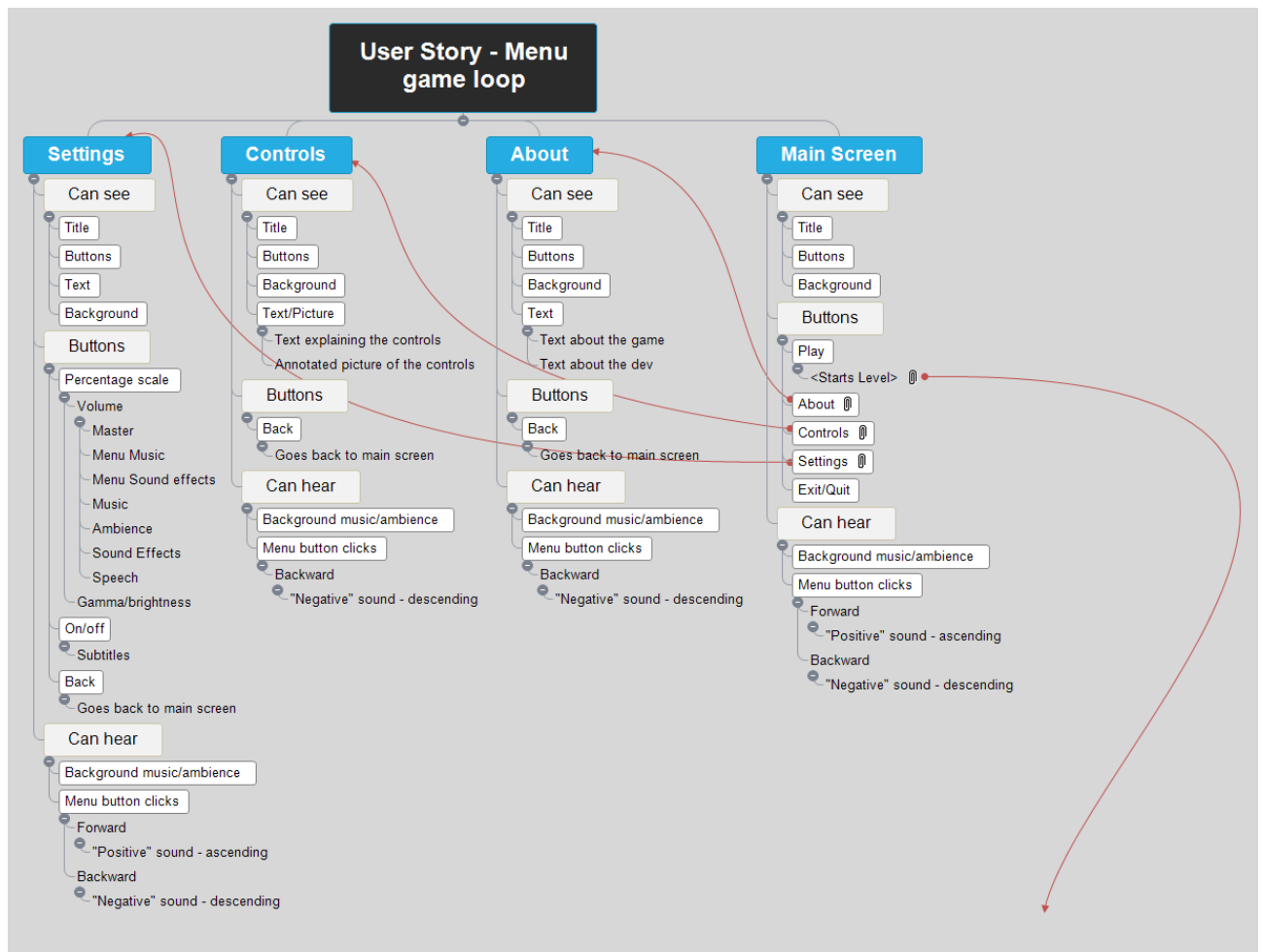


USER STORY - MENU GAME LOOP



1 SETTINGS

1.1 CAN SEE

1.1.1 TITLE

1.1.2 BUTTONS

1.1.3 TEXT

1.1.4 BACKGROUND

1.2 BUTTONS

1.2.1 PERCENTAGE SCALE

1.2.1.1 VOLUME

1.2.1.1.1 MASTER

1.2.1.1.2 MENU MUSIC

1.2.1.1.3 MENU SOUND EFFECTS

1.2.1.1.4 MUSIC

1.2.1.1.5 AMBIENCE

1.2.1.1.6 SOUND EFFECTS

1.2.1.1.7 SPEECH

1.2.1.2 GAMMA/BRIGHTNESS

1.2.2 ON/OFF

1.2.2.1 SUBTITLES

1.2.3 BACK

1.2.3.1 GOES BACK TO MAIN SCREEN

1.3 CAN HEAR

1.3.1 BACKGROUND MUSIC/AMBIENCE

1.3.2 MENU BUTTON CLICKS

1.3.2.1 FORWARD

1.3.2.1.1 "POSITIVE" SOUND - ASCENDING

1.3.2.2 BACKWARD

1.3.2.2.1 "NEGATIVE" SOUND - DESCENDING

2 CONTROLS

2.1 CAN SEE

2.1.1 TITLE

2.1.2 BUTTONS

2.1.3 BACKGROUND

2.1.4 TEXT/PICTURE

2.1.4.1 TEXT EXPLAINING THE CONTROLS

2.1.4.2 ANNOTATED PICTURE OF THE CONTROLS

2.2 BUTTONS

2.2.1 BACK

2.2.1.1 GOES BACK TO MAIN SCREEN

2.3 CAN HEAR

2.3.1 BACKGROUND MUSIC/AMBIENCE

2.3.2 MENU BUTTON CLICKS

2.3.2.1 BACKWARD

2.3.2.1.1 "NEGATIVE" SOUND - DESCENDING

3 ABOUT

3.1 CAN SEE

3.1.1 TITLE

3.1.2 BUTTONS

3.1.3 BACKGROUND

3.1.4 TEXT

3.1.4.1 TEXT ABOUT THE GAME

3.1.4.2 TEXT ABOUT THE DEV

3.2 BUTTONS

3.2.1 BACK

3.2.1.1 GOES BACK TO MAIN SCREEN

3.3 CAN HEAR

3.3.1 BACKGROUND MUSIC/AMBIENCE

3.3.2 MENU BUTTON CLICKS

3.3.2.1 BACKWARD

3.3.2.1.1 "NEGATIVE" SOUND - DESCENDING

4 MAIN SCREEN

4.1 CAN SEE

4.1.1 TITLE

4.1.2 BUTTONS

4.1.3 BACKGROUND

4.2 BUTTONS

4.2.1 PLAY

4.2.1.1 <STARTS LEVEL>

4.2.2 ABOUT

See [ABOUT](#)

4.2.3 CONTROLS

See [CONTROLS](#)

4.2.4 SETTINGS

See [SETTINGS](#)

4.2.5 EXIT/QUIT

4.3 CAN HEAR

4.3.1 BACKGROUND MUSIC/AMBIENCE

4.3.2 MENU BUTTON CLICKS

4.3.2.1 FORWARD

4.3.2.1.1 "POSITIVE" SOUND - ASCENDING

4.3.2.2 BACKWARD

4.3.2.2.1 "NEGATIVE" SOUND - DESCENDING
