Detailed Desing: Play Button

FUNTION PlayBtn()

Triggered by the event system

Will take the player back one screen

IF one player

Will swap screen to Difficulty screen

IF two player

IF Still selecting player one

Will swap back to Main Menu

IF selecting Player two

Will change title to allow player one to select profile

Request UI Manger to move to next screen

Detailed Design: BackBtn

FUNTION BackBtn()

Triggered by the event system

Will take the player back one screen

IF one player

Will swap screen to Difficulty screen

IF two player

IF Still selecting player one

Will swap back to Main Menu

IF selecting Player two

Will change title to allow player one to select profile

Request UI Manger to move to next screen