Detailed Design: EasyBtn

FUNCTION EasyBtn()

Triggered by the event system

Will setup the AI for an Easy Mode match

Set AIManager to Easy AI

Request UI Manger to move to next screen

Detailed Design: MediumBtn

FUNCTION MediumBtn()

Triggered by the event system

Will setup the AI for an Medium Mode match

Set AIManager to Medium AI

Request UI Manger to move to next screen

Detailed Design: HardBtn

FUNTION HardBtn()

Triggered by the event system

Will setup the AI for an Hard Mode match

Set AIManager to Hard AI

Request UI Manger to move to next screen