

Figure 1: Potential menu flow for our game

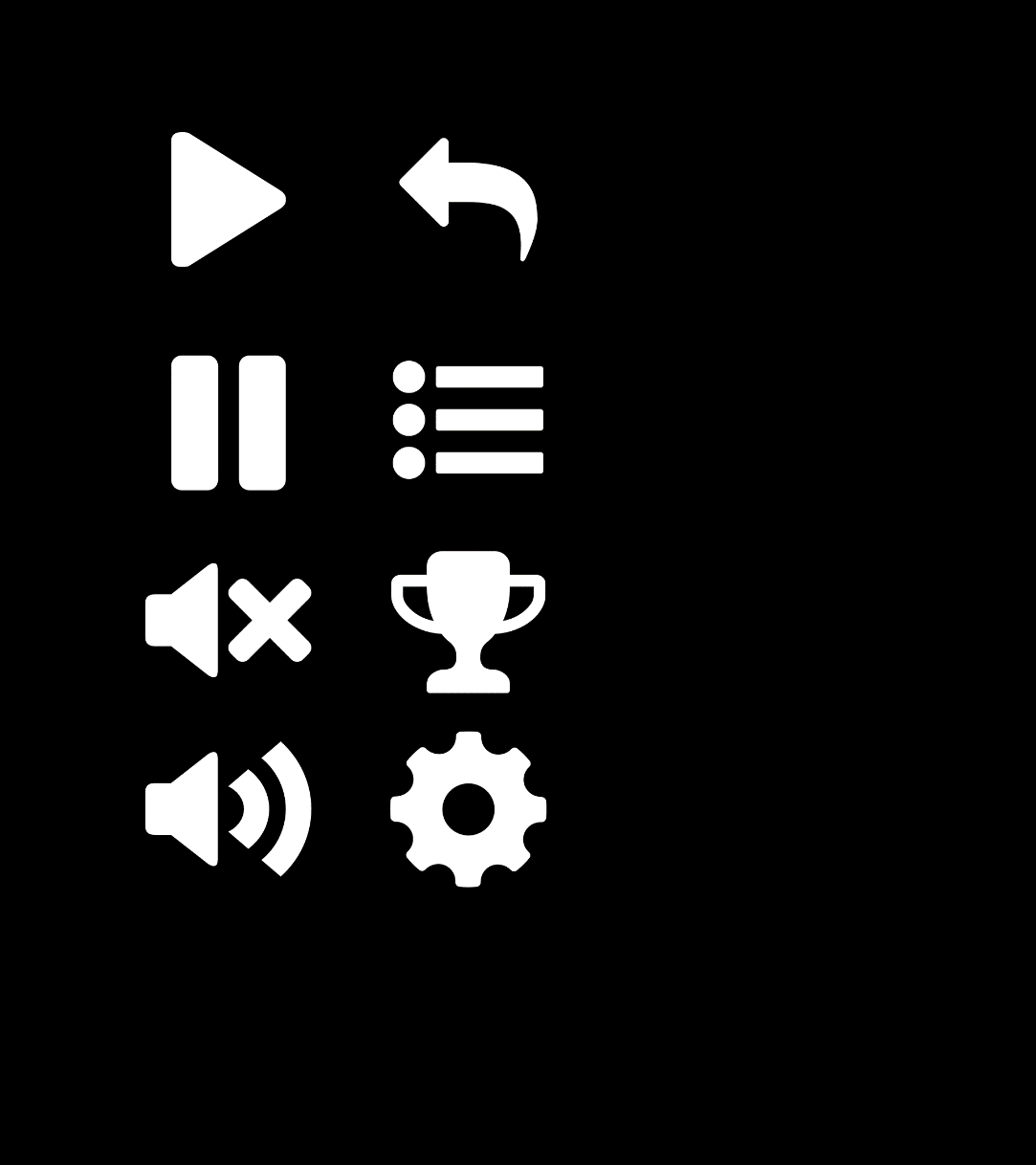
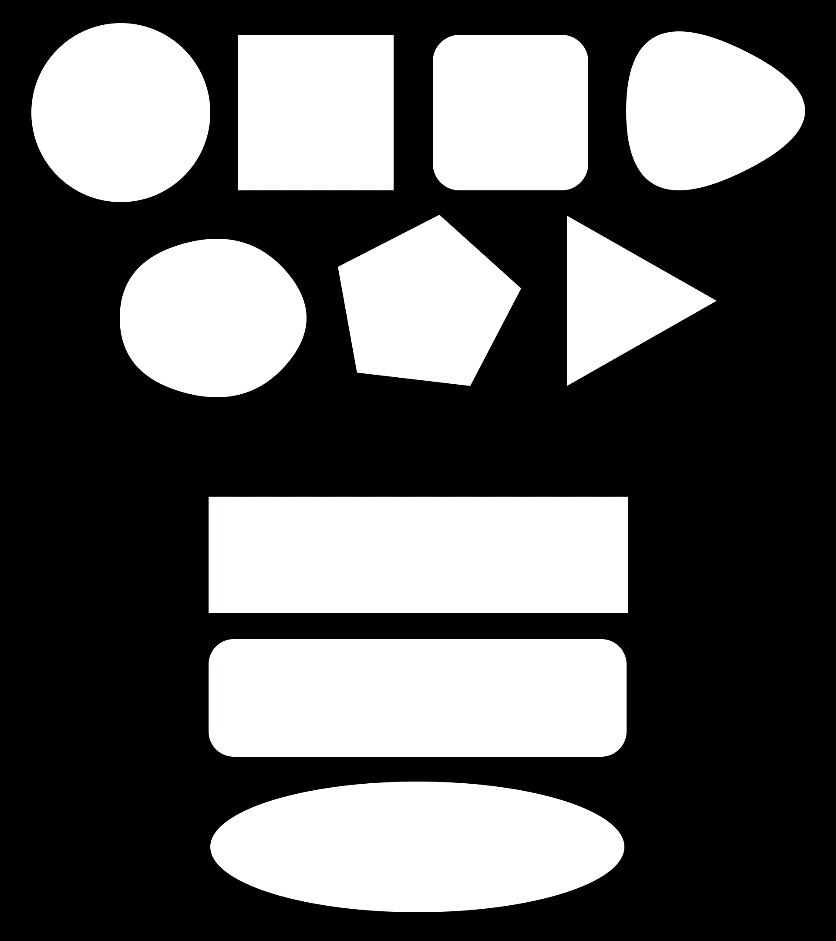


Figure 2: Considering different basic shapes and icons for button designs.

Icons used from Egor Rumyantsev and Dave Gandy from flaticons.com

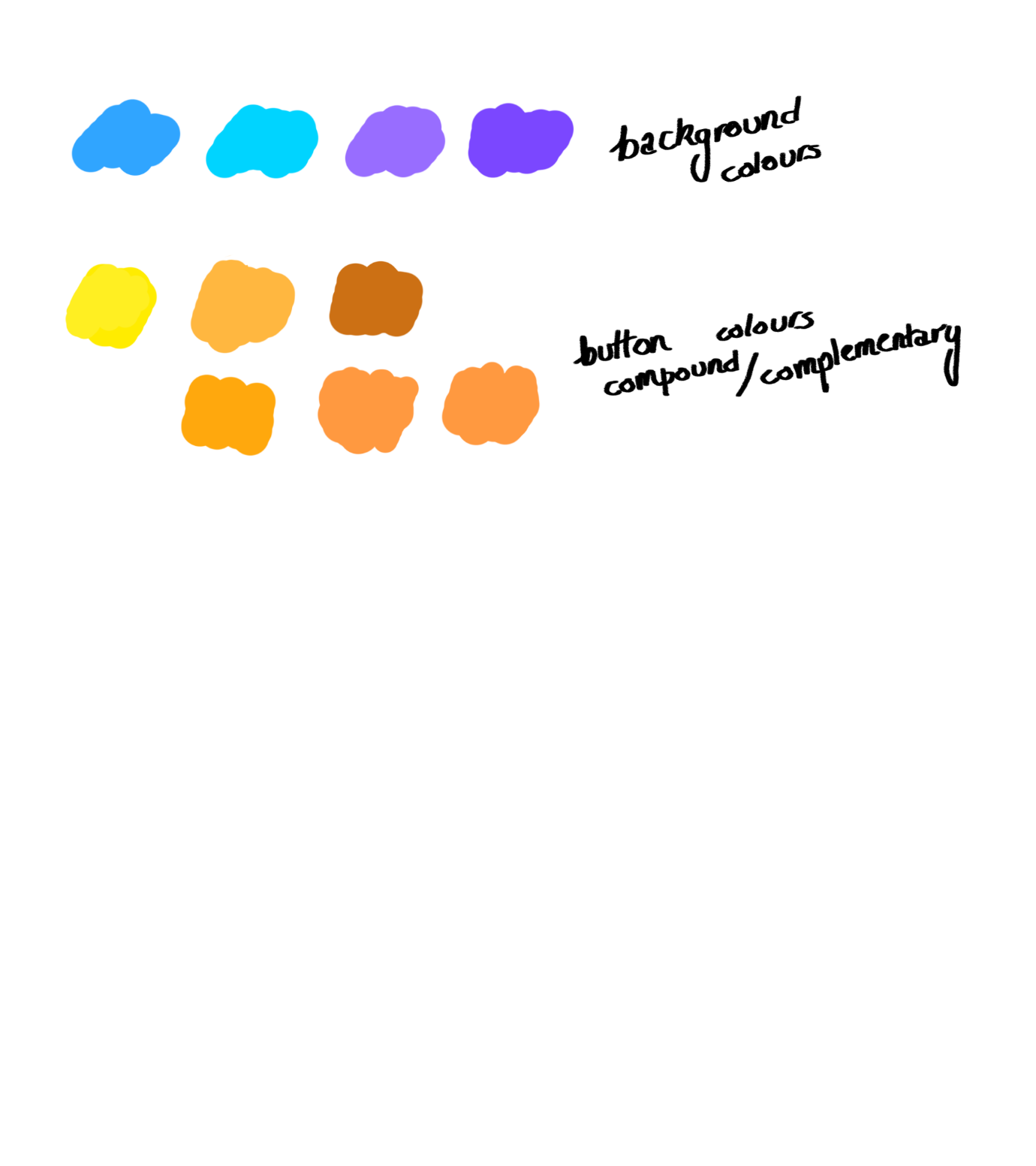


Figure 3: Looking at different colour options, focusing primarily on compound and complementary colours using '[Adobe Colour Wheel](https://color.adobe.com/create/color-wheel/)'



Figure 4: Considering different button designs using an iterative procress

References

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