**Bugs**

Sprint 1:

-issue when merging menu concept from Cody with the functions from Paul for main menu functionality (resolved)

-unable to get input from desired preset on main menu (resolved)

Sprint 2:

-edge cases for cups/number of moves/speed have not been set yet, so error shows when putting in negative numbers or large numbers outside the testing environment on the main menu preset

-empty trial stacks are not aligning properly for the trial portion of the main menu

-when attempting to change the ID block color, the entire screen gets a green filter instead of just the desired box on the main menu