[Settings]

Summary:

The Settings Menu is the menu that customizes the game. It contains various buttons that can be toggled by the user to have a more customizable and personal experience when playing the *Great Audio Race.* The options that can be edited are Difficulty, Menu Colors, and Rocketship Colors. The user has the ability to toggle what difficulty setting and what game colors that the individual will enjoy.

Detailed Information:

This module describes the Settings Menu, which is one of the five choices that the user can choose from in the Main Menu. When this screen loads there will be three different options to choose from with multiple buttons to toggle. The player has the options of: Difficulty, Menu Colors, and Rocketship Colors. Whether it is the user, a therapist, a doctor, or the user’s parents, the options can be customized to have the best experience possible.

As the player clicks the Settings button they will be brought to a screen with a list of options for them to customize. They can select the difficulty of their game, this being the speed of the game, the amount of obstacles, as well as life total. The buttons that can be toggled for difficulty are Easy, Medium, and Hard. When the level of difficulty is selected, the button will have a white font, while the other difficulty buttons will appear as the preselected menu colors.

The player also has the option to select the Menu Colors. This allows the player to choose a favorite color for the menu layouts out of the six colors that have been provided to be selected from. There are at total of six colors to choose from, and the default color is green. When a color is changed, all of the titles and words will change to the preferred color.

The final option to edit is the rocketship’s color. The player can make the rocketship a color of their choice. These choices are the same color choices that the user can select for their menu colors. This is so the user can have a more uniform game if they so choose. The color on the rocketship that changes is the green color on the default rocketship.

This menu is vital for *The Great Audio Race.* It gives the game versatility and helps aid the user by not overwhelming them at one time. If gives them the ability to have some customization, but not so much that the game doesn’t do what it is entitled to do. The game is trying to make the user react to multiple stimuli at once, however it is understand that too much at once can be negative, and the Settings Menu allows for a smooth transition.