# Menu System

When the game starts, the menu screen will appear.

When you press start, the game will load the first level.

When the game starts, the game will load the custom controls. If the custom controls don’t exist, the game will load the default ones.

The main menu interface will be initialized and will be displayed.

When you press start, the state will be changed and the first level of the game will be loaded.

When the game starts custom/default controls will be loaded and initial

eized.

The state system will be set to main menu and the main menu interface will be activated and displayed.

When the start button is pressed/clicked the state system will be set to play game and the first level will be loaded and commenced.

Main menu Gui:

Menu panel

Start button

Exit button

Main menu Interface

{

Panel mainPanel;

Button StartButton;

Button Exit Button;

mainPanel.addButton(starButton);

mainPanel.addButton(exitButton);

}

Game

{

Controller.load()

State.base.setMainMenu;

Interface mainmenu;

Start()

{

Window.setup();

Mainmenu.setup();

While(window.isopen())

{

PollWindow(state);

Switch(state.base)

{

State.base==Main

RunMainMenu();

State.base==level

RunLevel();

}

Clean();

Render(state);

}

}

}