Level Menu

* Story/Replay Story, text next to icons disappear, stars(dark overall) and no other menu
* FP/Challenges, text next to icons disappear, stars(dark overall)
  + Select (lock in, star screen)
    - Yes (star screen)
    - No (back to big character)
  + Exit (back to cantina, light)
* Exit (back to cantina, light)

Need to detect:

text next to icons (back, select; exit, select), overall brightness