1. Main Menu
   a. Play - Takes you into game
   b. Exit - Exits program
   c. Option - Take you to options menu
      i. Back button takes you to main menu
      ii. "Esc" = Backs out of options
2. Controls
   a. "W" = North
   b. "A" = Left
   c. "S" = Down
   d. "D" = Right
   e. "E" = Interact
   f. "R" = Reset
   g. "1-0" = Overwrite clone
   h. "Esc" = Menu
   i. "P" = Pause
3. Mechanics
   a. Clones should follow your exact path and button input
      i. Test to make sure they can open doors
      ii. Pick up keys
      iii. Can't walk through closed doors/walls
      iv. Can walk through open doors
   b. Pressing "1-0" should erase the clone related to that number.
      i. Press "1" clone 1 should not spawn
         1. Rewrites clone 1, when next level is loaded this recording should appear.
      ii. Press "2", clone 2 should not spawn
         1. Rewrites clone 2, when next level is loaded this recording should appear.
      iii. Press "3", clone 3 should not spawn
         1. Rewrites clone 3, when next level is loaded this recording should appear.
      iv. Press "4" clone 4 should not spawn
         1. Rewrites clone 4, when next level is loaded this recording should appear.
      v. Press "5" clone 5 should not spawn
         1. Rewrites clone 5, when next level is loaded this recording should appear.
      vi. Press "6" clone 6 should not spawn
         1. Rewrites clone 6, when next level is loaded this recording should appear.
      vii. Press "7" clone 7 should not spawn

1. Rewrites clone 7, when next level is loaded this recording should appear.

    viii. Press "8" clone 8 should not spawn

        1. Rewrites clone 8, when next level is loaded this recording should appear.

    ix. Press "9" clone 9 should not spawn

        1. Rewrites clone 9, when next level is loaded this recording should appear.

    x. Press "0" clone 0 should not spawn

        1. Rewrites clone 0, when next level is loaded this recording should appear.

4. Interactables Works
   a. Guards
      i. Chase
      ii. Apprehend
   b. Switch
      i. "E" = Interacts with switch
      ii. Switch will change in appearance
      iii. Hitting "E" again will revert the appearance
      iv. Hitting "E" should manipulate something in the level
   c. Doors
      i. Shouldn't be able to walk through close door
      ii. Should be able to walk through open door
      iii. Should open with "E"
      iv. Key card doors should not be able to be opened without key card
      v. With key, key card doors should open
      vi. If door is connected to button/switch interaction should take place with button/switch.
      vii. "E" on connected doors should not open it.
   d. Pick-Up Items
      i. Should get close to item and press "E" to pick them up
      ii. "Q" Drops Key
      iii. With Key you should be able to open key card door
   e. Walls
      i. Character/clones should not be able to walk through
      ii. Character/clones should appear behind wall when walking behind
      iii. Character/clones should appear in front of wall when walking in front

5. Animation
   a. Players facing direction should change with key input
      i. North facing while walking up
      ii. East facing while walking right
      iii. South facing while walking down
      iv. West facing while walking left