Feature Number: 4

Feature Name: User Interface

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- A set of classes for displaying UI elements on the screen. Elements will include buttons, textboxes, images, sliders, radio buttons, list boxes, check boxes, input textbox, panel.
  - Buttons - click causes an event
  - Textbox - displays text on the screen
  - Images - displays a Texture2D on the screen
  - Sliders - slides to increase or decrease a value
  - Radio Button - toggles between multiple options, one must always be selected
  - List Boxes - when button is clicked, a list of button options appear, each causing an event
  - Check Boxes - button that toggles a boolean value
  - Input Textbox - textbox that updates with user text input
  - Panel - logical grouping of elements
- UI Element - Base class for all UI elements.
  - Properties
    - Enabled
    - Interactable
- Buttons - Click causes an event
  - OnClick - Method that is called when clicked
  - Texture
- Textbox - Displays text on the screen
  - Text - String that is displayed on the screen
  - Texture
- Images - Displays a Texture2D on the screen
  - Texture
- Sliders - Slides to increase or decrease a value
  - Slider Texture
  - Handle Texture
  - Value
  - OnUpdate - Called when value changes
- Radio Button - Toggles between multiple options, one must always be selected
  - Texture
  - Group
  - Enabled
  - Fill Texture

- List Boxes - When button is clicked, a list of button options appear, each causing an event
  - Texture
  - Button List - List of buttons for options
- Check Boxes - Button that toggles a boolean value
  - Texture
  - Fill Texture
  - Value
- Input Textbox - Textbox that updates with user text input
  - Texture
  - Text
  - Submit Button - Calls an OnClick event to update corresponding value
- Panel - Logical grouping of elements
  - Texture
  - UI Elements

Menus

- Main Menu
  - UISprite - Logo
  - Start Race Button - Changes scene to setupMenu
  - Options Button - Changes scene to optionsMenu - Currently not interactable
  - Quit Button - Exits the application
- Setup
  - Input Textbox - User enters the map name
  - 2 Radio Buttons - Number of cars
  - 2 Input Textboxes - User enters the car instruction file
  - Start Race Button - Changes the scene to level
  - Main Menu Button- Changes the scene to main menu