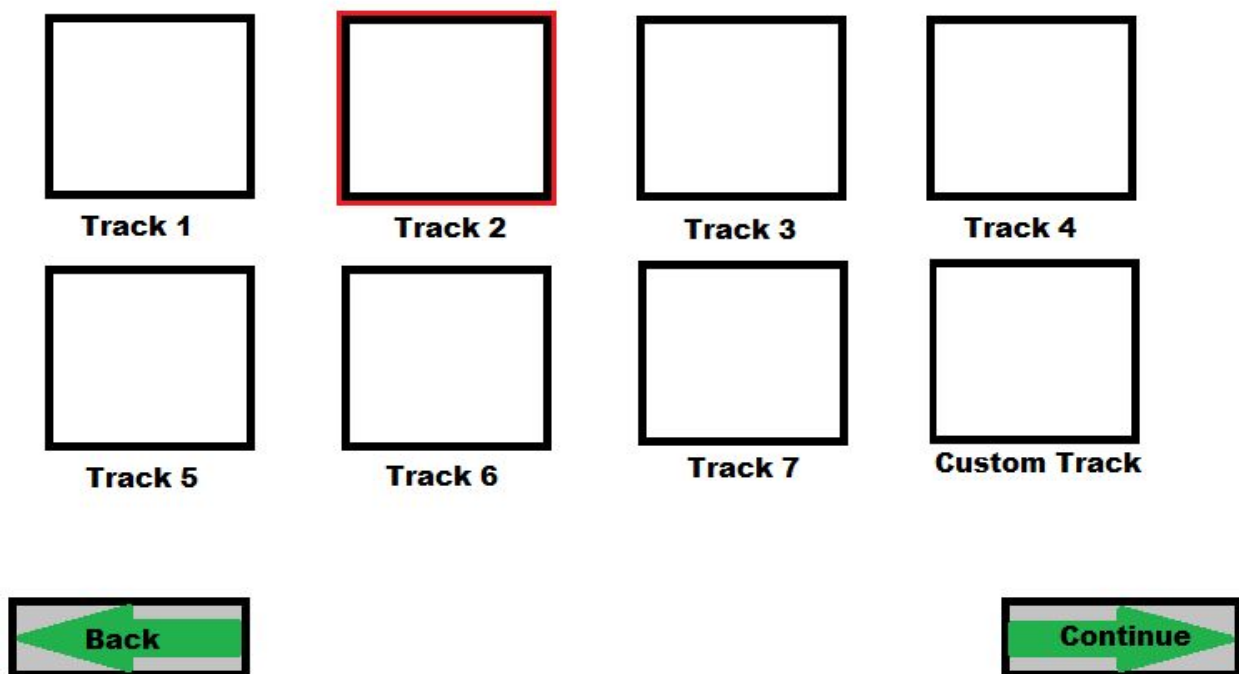# Level Select Menu Documentation

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Description: This feature will include implementation of an in-game interface to select the track to be played. This will come in the form of a menu that will come after the Car Select Menu, and will lead to the "play" state of the game.

Mock up of the Track Select Menu design

Above is a basic outline of how the Level Select Menu will look. When the user presses the Back button on the bottom of the screen, they will be brought back to the Car Select screen. Pressing the Continue button will bring the game to the "play" state, and start the race. A track may be selected by clicking on it (Track 1 will be selected by default). Clicking on an already selected track or an empty slot will do nothing. Selected tracks will be outlined.

Selecting the "Custom Track" option will open a file select window, where the user will be prompted to first select a TileMap file, and then a tileset. If this does not work, an error message will appear, and Custom Track will not be selected