

ARTIFACT

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FEATURE: Options menu

PLANNED

Feature: Options menu that contains the option to change the gamma of the game

Feature Description: The options menu is a screen with all of the settings. The feature for the options menu that we are creating is gamma manipulation. The gamma feature uses color manipulation to make the whole game seem darker or lighter. The gamma will be persistent through the game. The user can go back and change it and still have the game working.

- This Screen should be able to go to back to the title screen
- As mentioned previously, the gamma should be persistent
- This screen will temporarily contain an image to test gamma.

COMPLETED

- User can make the image darker.
- Gamma is persistent