Game Menu Project

Your goal for this assignment is simple. You must design a game main menu in Processing using what you have learned. Do not worry too much about making it look super pretty as that is not the point of the assignment. The point is to get you to practice coding. The following document lays out the requirements and what is expected of you.

Requirements
1) Your main menu must include at least three different pictures. You may get these pictures online from Google.
2) Your main menu must have a song played in a loop.
3) You must have the title of the game on your main menu
4) The main menu should have 4 buttons or panels. Single player, multiplayer, options and quit.

Expectations
1) You are NOT expected to make any buttons or panels actually work.
2) The song and pictures you pick must be appropriate
3) Your main menu design should be good enough that it could actually be used in a real game. For example, making the title super small that nobody can read it is not good.

Marking Scheme
1) Creativity (10 Marks)
2) Requirements are completed (40 Marks)
3) Usability (10 Marks)