Moises Flores

I ended up working on the title screens after we chose to go a different way with how the game was going to play, because before that I was working on a turn based battle system. That involved making the titleScreen class, which is the background of the title screen. It also loads the how to image and the flag that activates it or not. The titleObject class which controls the options the user can choose in the title screen. Play game, Information and quit. It also connects the options together so the user can go between them to choose which option they want.The titleController class controls the image on the left side of the objects that indicates which option the user is about to select. The howTo class is the object that portrays the how to to play image. For the general classes like GLScene and Inputs everyone mostly worked on them together and used their own classes. So I created all the instances of titleObject, titleScreen, and titleController and set them up in the GLScene class. I also made the Inputs the title screen uses, even though most of the inputs are together the comments can discern which inputs control what.