**Main Menu**

The first screen that player will see when application start is main menu. There are several options that player can select which are starting game, displaying instructions, displaying bestiary, displaying options, displaying credits. For returning to main menu after selecting one of these options player can click on the return to main menu button at top left of the screen (except play game screen).

**Play Game:**

When player selects start game option on the main menu, system will initialize game objects and render them to screen. On top left of the screen player’s health and keys are displayed.

**Instructions:**

When player selects instructions on main menu, instructions screen will be displayed. On instructions screen keyboard shortcuts for moving the player and shooting projectile are displayed.

**Bestiary:**

If player clicks bestiary button on main menu, bestiary screen will be shown. On bestiary screen, information about enemies (health, damage, behavior vice versa) is displayed.

**Credits:**

When player selects credits option on main menu, credits screen will be displayed. On credits screen, names of the developers are displayed.

**Options:**

On options screen, player can change screen size and texture quality by selecting one of the items in dropdown menu. If player doesn’t change these settings, system will use default settings.

**Pause Game:**

When player pauses the game, pause game menu will be displayed. On this menu there are two options which are resume game and return to main menu. Player can continue playing by clicking resume game button.