**Polyttack**

**Menu**

New Game

Open Saved Game

- Up to 2 games can be saved

**Game**

Start game

- Load current level (1 if not using a saved game)

Level

- Set of waypoints which show the path the minions will take

- List of **shape\_output** objects

- Number of minions required to complete the level

- Max shapes allowed on screen

- Levels where you can define the path the minions take

Minions

- Player can upgrade strength

- Player can upgrade speed

Level Complete Screen

- Show statistics:

\* chars finished

\* chars died

\* #shapes to destroy before next weapon level

- Option to save game

- Option to quit game – offer to save before quitting