/// <summary>

/// Loads a menu by a given menu name.

/// Initializes the objects needed for the menu.

/// </summary>

/// <param name="menuName">the menu name</param>

/// <returns>the loaded menu</returns>

public MenuObject LoadMenu(String menuName)

{

// Creating an instance of Game1

Game1 game1 = Game1.Instance;

#region LoadingTexture2DforEveryMenu

// Texture2D für the Background; will be used for every Menu at first

Texture2D mainMenuBgTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\mainMenuBackground");

// Texture2D for the Back-"MenuItem"; it is needed in nearly every menu, to go back to the previous menu

Texture2D backMenuItem = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\mainMenuBackground");

#endregion

#region InitialisationForNearlyEveryMenu

// Initial position of the highest menu item

Vector2 menuItemPosition = new Vector2(0.1f, 0.25f);

// Initial size of the highest menu item

Vector2 menuItemSize = new Vector2(0.20f, 0.10f);

// Position & Size of the Headline

Vector2 headlinePosition = new Vector2(0.15f, 0.025f);

Vector2 headlineSize = new Vector2(0.70f, 0.20f);

// Position & Size of the Background

Vector2 backgroundPosition = new Vector2(0.0f, 0.0f);

Vector2 backgroundSize = new Vector2(1.0f, 1.0f);

//Position & Size of aSwitch ( big Rectangle)

Vector2 SwitchPosition = new Vector2(0.1f, 0.25f);

Vector2 SwitchSize = new Vector2(0.2f, 0.1f);

//Position & Size of the first SwitchButton

Vector2 switchButton1Position = new Vector2(0.12f, 0.27f);

Vector2 switchButton1Size = new Vector2(0.07f, 0.06f);

//Position & Size of the second SwitchButton

Vector2 switchButton2Position = new Vector2(0.21f, 0.27f);

Vector2 switchButton2Size = new Vector2(0.07f, 0.06f);

//Position & Size of the Picture Options in other Menu

Vector2 pictureOptionsPosition = new Vector2(0.1f, 0.25f);

Vector2 pictureOptionsSize = new Vector2(0.6f, 0.25f);

// Position & Size of the Píctures at the PictureOptions

Vector2 PicOptsPosition = new Vector2(0.175f, 0.30f);

Vector2 PicOptSize = new Vector2(0.15f, 0.15f);

// This the MenuBackground. It will be the background of all Background at first

MenuBackground mainMenuBackground = new MenuBackground("MainMenuBackground", true, mainMenuBgTexture, null,

backgroundSize, backgroundPosition, 0, Model.MeasurementUnit.PercentOfScreen);

#endregion

// Initalisation of the menu, that will be the asked Menu

MenuObject menu = null;

// Now we have to decide, which menu to load. for that reason we have many if-clauses.

// equal to the illustration of the menu concept in projectpier.

// class x means that the menus objects are in the x column of the illustration.

// class 0 objects

#region LoadingMainMenu

if (menuName.Equals("MainMenu"))

{

#region LoadingMenuTextures

#region MainMenu

Texture2D mainMenuHdlTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\MainMenu\mainMenuHeadline");

Texture2D mainMenuItemTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\MainMenu\mainMenuItem");

#endregion

#region Submenues

//different levels:

#region SubmenuesLevel1

#region ModeMenu

Texture2D modeMenuHdlTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\ModeMenu\modeMenuHeadline");

Texture2D modeMenuItemTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\ModeMenu\modeMenuItem");

#endregion

#region OptionsMenu

Texture2D optionsMenuHdlTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\OptionsMenu\optionsMenuHeadline");

Texture2D optionsMenuItemTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\OptionsMenu\optionsMenuItem");

#endregion

#region ExitMenu

Texture2D exitMenuHdlTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\ExitMenu\exitMenuHeadline");

Texture2D exitMenuItemTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\ExitMenu\exitMenuItem");

Texture2D exitMenuSwitchButtonTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\SpecificControl\Switch\Switch");

Texture2D exitMenuSwitchButtonYesTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\SpecificControl\Switch\SwitchButtonYes");

Texture2D exitMenuSwitchButtonNoTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\SpecificControl\Switch\SwitchButtonNo");

#endregion

#endregion

#region SubmenuesLevel2

#region QuickplayMode

Texture2D quickPlayHdlTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\Quickplay\QuickPlayHeadline");

Texture2D quickPlayItemTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\Quickplay\QuickPlayItem");

Texture2D playNowButtonTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\PlayNowButton");

Texture2D pictureOptionsTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\SpecificControl\Switch\Switch");

Texture2D map1Texture = game1.Content.Load<Texture2D>(@"Textures\BackgroundObjects\background\_beach");

Texture2D map2Texture = game1.Content.Load<Texture2D>(@"Textures\BackgroundObjects\background\_beach");

Texture2D map3Texture = game1.Content.Load<Texture2D>(@"Textures\BackgroundObjects\background\_beach");

Texture2D map4Texture = game1.Content.Load<Texture2D>(@"Textures\BackgroundObjects\background\_beach");

Texture2D map5Texture = game1.Content.Load<Texture2D>(@"Textures\BackgroundObjects\background\_beach");

#endregion

#region GraphicAndSoundsMenu

Texture2D graphicAndSoundHdlTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\GraphicAndSoundMenu\GraphicAndSoundHeadline");

Texture2D graphicAndSoundItemTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\GraphicAndSoundMenu\GraphicAndSoundItem");

#endregion

#region HelpMenu

Texture2D helpMenuHdlTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\HelpMenu\HelpHeadline");

Texture2D helpMenuItemTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\HelpMenu\HelpItem");

Texture2D tutorialButtonItemTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\zzFurtherMenuItem\TutorialItem");

Texture2D helpTextButtonItemTexture = game1.Content.Load<Texture2D>(@"Textures\MenuObjects\HelpMenu\HelpTextButton");

#endregion

#endregion

#region SubmenuesLevel3

#endregion

#endregion

#endregion

#region SubPartInitializations

#region MainMenu

MenuHeadline mainMenuHeadline = new MenuHeadline("MainMenuHeadline", true, mainMenuHdlTexture, null,

headlineSize, headlinePosition, 90, Model.MeasurementUnit.PercentOfScreen);

LayerList<Controls> mainMenuControls = new LayerList<Controls>();

LayerList<MenuObject> mainMenuSubs = new LayerList<MenuObject>();

LayerList<DrawableObject> mainMenuControlsAndSubs = new LayerList<DrawableObject>();

#endregion

#region Submenues

#region SubmenuesClass1

#region ModeMenu

MenuHeadline modeMenuHeadline = new MenuHeadline("ModeMenuHeadline", false, modeMenuHdlTexture, null,

headlineSize, headlinePosition, 90, Model.MeasurementUnit.PercentOfScreen);

LayerList<Controls> modeMenuControls = new LayerList<Controls>();

LayerList<MenuObject> modeMenuSubs = new LayerList<MenuObject>();

LayerList<DrawableObject> modeMenuControlsAndSubs = new LayerList<DrawableObject>();

#endregion

#region OptionsMenu

MenuHeadline optionsMenuHeadline = new MenuHeadline("OptionsMenuHeadline", false, optionsMenuHdlTexture, null, headlineSize,

headlinePosition, 90, Model.MeasurementUnit.PercentOfScreen);

LayerList<Controls> optionsMenuControls = new LayerList<Controls>();

LayerList<MenuObject> optionsMenuSubs = new LayerList<MenuObject>();

LayerList<DrawableObject> optionsMenuControlsAndSubs = new LayerList<DrawableObject>();

#endregion

#region ExitMenu

MenuHeadline exitMenuHeadline = new MenuHeadline("ExitMenuHeadline", false, exitMenuHdlTexture, null,

headlineSize, headlinePosition, 90, MeasurementUnit.PercentOfScreen);

#region InitalizationOfTheSwitch

SwitchButtons exitButtonYes = new SwitchButtons("ExitButtonYes", false, exitMenuSwitchButtonYesTexture, null, switchButton1Size, switchButton1Position, 90, MeasurementUnit.PercentOfScreen, true);

SwitchButtons exitButtonNo = new SwitchButtons("ExitButtonNo", false, exitMenuSwitchButtonNoTexture, null, switchButton2Size, switchButton2Position, 90, MeasurementUnit.PercentOfScreen, false);

Switch exitMenuSwitch = new Switch("ExitSwitch", false, exitMenuSwitchButtonTexture, null, SwitchSize, SwitchPosition, 90, MeasurementUnit.PercentOfScreen, true, typeOfControl.Switch, exitButtonYes, exitButtonNo, 1);

#endregion

LayerList<Controls> exitMenuControls = new LayerList<Controls>();

LayerList<DrawableObject> exitMenuControlsAndSubs = new LayerList<DrawableObject>();

LayerList<MenuObject> exitMenuSubs = new LayerList<MenuObject>();

#endregion

#endregion

#region SubmenuesClass2

#region QuickPlayMenu

MenuHeadline quickPlayHeadline = new MenuHeadline("QuickPlayModeHeadline", false, quickPlayHdlTexture, null, headlineSize, headlinePosition,

90, Model.MeasurementUnit.PercentOfScreen);

LayerList<PicOption> mapsPicturesList = new LayerList<PicOption>();

PicOption map1 = new PicOption("PicOptionMap1", false, map1Texture, null, PicOptSize, PicOptsPosition, 90, MeasurementUnit.PercentOfScreen, true);

PicOption map2 = new PicOption("PicOptionMap2", false, map2Texture, null, PicOptSize, PicOptsPosition, 90, MeasurementUnit.PercentOfScreen, false);

PicOption map3 = new PicOption("PicOptionMap3", false, map3Texture, null, PicOptSize, PicOptsPosition, 90, MeasurementUnit.PercentOfScreen, false);

PicOption map4 = new PicOption("PicOptionMap4", false, map4Texture, null, PicOptSize, PicOptsPosition, 90, MeasurementUnit.PercentOfScreen, false);

PicOption map5 = new PicOption("PicOptionMap5", false, map5Texture, null, PicOptSize, PicOptsPosition, 90, MeasurementUnit.PercentOfScreen, false);

PictureOption mapsPictureOpts = new PictureOption("MapsPictureOptions", true, pictureOptionsTexture, null, pictureOptionsSize, pictureOptionsPosition, 90, MeasurementUnit.PercentOfScreen, true, typeOfControl.Pictures, mapsPicturesList, 2);

LayerList<Controls> quickPlayControls = new LayerList<Controls>();

LayerList<MenuObject> quickPlayMenuSubs = new LayerList<MenuObject>();

LayerList<DrawableObject> quickPlayMenuControlsAndSubs = new LayerList<DrawableObject>();

#endregion

#region GraphicAndSoundMenu

MenuHeadline graphicAndSoundMenuHeadline = new MenuHeadline("GraphicAndSoundMenuHeadline", false, graphicAndSoundHdlTexture, null,

headlineSize, headlinePosition, 90, Model.MeasurementUnit.PercentOfScreen);

LayerList<Controls> graphicAndSoundMenuControls = new LayerList<Controls>();

LayerList<MenuObject> graphicAndSoundMenuSubs = new LayerList<MenuObject>();

LayerList<DrawableObject> graphicAndSoundMenuControlsAndSubs = new LayerList<DrawableObject>();

#endregion

#region HelpMenu

MenuHeadline helpMenuHeadline = new MenuHeadline("HelpMenuHeadline", false, helpMenuHdlTexture, null,

headlineSize, headlinePosition, 90, Model.MeasurementUnit.PercentOfScreen);

Button helpTextButton = new Button("HelpTextButton", false, helpTextButtonItemTexture, null, menuItemSize, menuItemPosition, 90, MeasurementUnit.PercentOfScreen, true, typeOfControl.Button);

Button tutorialButton = new Button("TutorialButton", false, tutorialButtonItemTexture, null, menuItemSize, menuItemPosition, 90, MeasurementUnit.PercentOfScreen, false, typeOfControl.Button);

LayerList<Controls> helpMenuControls = new LayerList<Controls>();

LayerList<MenuObject> helpMenuSubs = new LayerList<MenuObject>();

LayerList<DrawableObject> helpMenuControlsAndSubs = new LayerList<DrawableObject>();

#endregion

#endregion

#endregion

#endregion

#region MenuInitialization

#region MainMenu

MenuObject mainMenu = new MenuObject(menuName, false, mainMenuItemTexture, null, menuItemSize, menuItemPosition,

90, mainMenuHeadline, mainMenuBackground, mainMenuSubs, 0, menuType.Main, false, mainMenuControls,

Model.MeasurementUnit.PercentOfScreen, mainMenuControlsAndSubs);

#endregion

#region Submenues

#region SubmenuesClass1

#region ModeMenu

MenuObject modeMenu = new MenuObject("modeMenu", true, modeMenuItemTexture, null, menuItemSize, menuItemPosition,

90, modeMenuHeadline, mainMenuBackground, modeMenuSubs, 0, menuType.Main, true, modeMenuControls,

Model.MeasurementUnit.PercentOfScreen, modeMenuControlsAndSubs);

#endregion ModeMenu

#region OptionsMenu

MenuObject optionsMenu = new MenuObject("OptionsMenu", true, optionsMenuItemTexture, null, menuItemSize, menuItemPosition,

90, optionsMenuHeadline, mainMenuBackground, optionsMenuSubs, 0, menuType.Main, false, optionsMenuControls,

Model.MeasurementUnit.PercentOfScreen, optionsMenuControlsAndSubs);

#endregion

#region ExitMenu

MenuObject exitMenu = new MenuObject("ExitMenu", true, exitMenuItemTexture, null, menuItemSize, menuItemPosition,

90, exitMenuHeadline, mainMenuBackground, exitMenuSubs, 0, menuType.Main, false, exitMenuControls,

Model.MeasurementUnit.PercentOfScreen, exitMenuControlsAndSubs);

#endregion

#endregion

#region SubmenuesClass2

#region QuickPlayMenu

MenuObject quickPlayMenu = new MenuObject("QuickPlayMenu", false, quickPlayItemTexture, null, menuItemSize, menuItemPosition,

90, quickPlayHeadline, mainMenuBackground, quickPlayMenuSubs, 0, menuType.Main, false, quickPlayControls,

Model.MeasurementUnit.PercentOfScreen, quickPlayMenuControlsAndSubs);

#endregion

#region GraphicAndSoundMenu

MenuObject graphicAndSoundMenu = new MenuObject("GraphicAndSoundMenu", false, graphicAndSoundItemTexture, null, menuItemSize, menuItemPosition,

90, graphicAndSoundMenuHeadline, mainMenuBackground, graphicAndSoundMenuSubs, 0, menuType.Main, false, graphicAndSoundMenuControls,

Model.MeasurementUnit.PercentOfScreen, graphicAndSoundMenuControlsAndSubs);

#endregion

#region HelpMenu

MenuObject helpMenu = new MenuObject("HelpMenu", false, helpMenuItemTexture, null, menuItemSize, menuItemPosition, 90, helpMenuHeadline,

mainMenuBackground, helpMenuSubs, 0, menuType.Main, false, helpMenuControls, MeasurementUnit.PercentOfScreen, helpMenuControlsAndSubs);

#endregion

#endregion

#endregion

#endregion

#region AddControlsAndSubmenues

#region MainMenu

mainMenuControlsAndSubs.Add(exitMenu);

mainMenuControlsAndSubs.Add(optionsMenu);

mainMenuControlsAndSubs.Add(modeMenu);

#endregion

#region Submenues

#region SubmenuesClass1

#region ModeMenu

modeMenuControlsAndSubs.Add(mainMenu);

modeMenuControlsAndSubs.Add(quickPlayMenu);

#endregion

#region OptionsMenu

optionsMenuControlsAndSubs.Add(mainMenu);

optionsMenuControlsAndSubs.Add(graphicAndSoundMenu);

optionsMenuControlsAndSubs.Add(helpMenu);

#endregion

#region ExitMenu

exitMenuControlsAndSubs.Add(mainMenu);

exitMenuControlsAndSubs.Add(exitMenuSwitch);

#endregion

#endregion

#region SubmenuesClass2

#region QuickPlayMenu

quickPlayMenu.ControlsAndSubmenues.Add(modeMenu);

#endregion

#region GraphicAndSoundMenu

graphicAndSoundMenu.ControlsAndSubmenues.Add(optionsMenu);

#endregion

#endregion

#endregion

#endregion

#region SortTheControlsAndSubmenues

#region Mainmenu

for (int i = 0; i < mainMenuControlsAndSubs.Count(); i++)

{

mainMenuControlsAndSubs.ElementAt(i).Position = new Vector2(mainMenuControlsAndSubs.ElementAt(i).Position.X, mainMenuControlsAndSubs.ElementAt(i).Position.Y + i \* 0.15f);

}

#endregion

#region Submenues

#region SubmenuesClass1

#region ModeMenu

for (int i = 0; i < modeMenuControlsAndSubs.Count(); i++)

{

modeMenuControlsAndSubs.ElementAt(i).Position = new Vector2(modeMenuControlsAndSubs.ElementAt(i).Position.X, modeMenuControlsAndSubs.ElementAt(i).Position.Y + i \* 0.15f);

}

#endregion

#region OptionsMenu

for (int i = 0; i < optionsMenuControlsAndSubs.Count(); i++)

{

optionsMenuControlsAndSubs.ElementAt(i).Position = new Vector2(optionsMenuControlsAndSubs.ElementAt(i).Position.X, optionsMenuControlsAndSubs.ElementAt(i).Position.Y + i \* 0.15f);

}

#endregion

#region ExitMenu

for (int i = 0; i < exitMenuControlsAndSubs.Count(); i++)

{

exitMenuControlsAndSubs.ElementAt(i).Position = new Vector2(exitMenuControlsAndSubs.ElementAt(i).Position.X, exitMenuControlsAndSubs.ElementAt(i).Position.Y + i \* 0.15f);

}

#endregion

#endregion

#region SubmenuesClass2

#region GraphicAndSoundMenu

for (int i = 0; i < graphicAndSoundMenuControlsAndSubs.Count(); i++)

{

graphicAndSoundMenuControlsAndSubs.ElementAt(i).Position = new Vector2(graphicAndSoundMenuControlsAndSubs.ElementAt(i).Position.X, graphicAndSoundMenuControlsAndSubs.ElementAt(i).Position.Y + i \* 0.15f);

}

#endregion

#endregion

#region

#endregion

#endregion

#endregion

menu = mainMenu;

}

return menu;

#endregion

}