10/21/25, 12:25 PM script.js

```
function loadMissions() {
        alert("MISSIONS LOG: Ready to dominate the court!");
2
        // You would replace the 'alert' with code to load the actual missions menu
3
    later!
5
    function loadMyPlayer() {
6
        alert("MY PLAYER: Customizing your superstar...");
8
9
    function loadOptions() {
10
        alert("OPTIONS: Adjusting settings...");
11
12
13
    function quitGame() {
14
        alert("QUITTING: Thanks for playing!");
15
16
```