GAME CONTROLS  
  
UI   
-Health  
-Weapon hotkeys(?)  
-Inventory button(like a little backpack or something?)

Player controls   
-Walking: WASD or Arrow keys

**MENUS**   
-Pause menu   
 -Resume button  
 -Exit game (to main menu)

-Player menu  
 -Player stats  
 -Quest tab(current quests)  
 -Inventory tab(current inventory)

**MAIN MENU**

-New game

-Load game( spawn at last save point)

-Exit game