UI/UX Presentation

* Intro
* Play Screen
  + features
    - highscore
    - play
      * takes you to level one
    - background
    - title
* Talk about the functions of gameplay
  + grid you have to follow
  + pause
    - opens a mini menu
      * continue/main menu
  + highscore
  + level
* when you win
  + money will go down
  + new level will appear after money affect
  + talk about grid expansion after levels
  + if you lose
    - new page
    - high score
    - sad pirate image
    - reset