**Scenarios:**

\* Title / Pause menu navigation

1.) different animations per item state (up down over)

2.)

\* Options / Preferences menu

\* Hud - Health, Ammo, Speed

**Base elements:**

Controls

\* everything is a control

\* controls generate scripts

\* controls can contain collections of child controls

\* controls have properties

\* controls also have events which can be overridden with a script snippet

\* property get and set are examples of these events

\* each control has its own xml file.

**Base controls:** (Implemented by the programmers to get the designers rolling)

Container - with different sizing policies for its child controls

Button - Wraps a container with additional button logic

Static Text, Textured Quad, Colored Quad, Slider, ProgressBar - obvious ones

**Details:**

1. Container - All controls inherit container

Properties: Name, Enable, Position, Angle, Size, SizePolicy, BG image, Tint

Events: Load, Unload, Down, Up, Over

1. Button

Properties: Toggleable

3. ) Text

Properties: Text, Align, Orientation

1. Textured Quad

Properties: Texture