* Created main menu screen.
* Changed how the GameScreenManager handles screens.
  + Instead of creating all screen objects at game start, they are dynamically created.
  + Transitions now play on each screen/exit as opposed to only once.
* Fixed bug where entering/exiting a screen too quickly caused the program to stop.
* Created options screen.
* Created graphics
  + Pucks, mallets, backgrounds, logo, hockey table, profile card
* Implemented particle engine
  + Created methods to call/generate particles accessible from within menu screens.
* Created Settings class
* Implemented saving and reading the settings class as XML file.
* Implemented save of settings only when settings are different.
* Add the ability to cope with corrupted/incorrect settings file: default settings are loaded and a new settings file is created.
* Created scorebox and associated methods.
* Created score change visual effect.
* Created profile class to hold name, record and avatar choice.
  + Profile is read on program start.
  + User can choose an image to represent themselves from a set of eight.
* Created methods to write the profile to and read profile from file.
* Wrote static “Gamestate” class to hold game’s running variables and initlialisation.
  + Linked gamestate to scorebox “scored” methods.
* Consolidated GameScreenManager and AirHockeyGame projects.
* Added capacity for name entry in options screen.
  + All alphanumeric characters can be entered.
  + Shift key, backspace and spacebar can be used. i.e. can add uppercase letters or spaces
  + Displays pipe to show that text is being edited.
  + Name length is capped to constant variable in profile class.
  + If name is empty or filled with spaces, previous name is used or failing that, a default name is inserted.
* Added check so that profile is only saved in options screen when a change has been made.
* Added profile card to main menu screen to show name, record and avatar.
  + Profile card scales with name length.
* Added opponent profile to gamestate.
  + Filled with default name and avatar on program start for single-player.
* Added display of player names and avatars on game screen.
  + Player’s name is positioned according to length so that it is a consistent distance from score.
* Added countdown to gamescreen.
* Created overlay screen for main game.
  + Message and title depends on game results.
* Added check for time running out to produce “draw” result.