

## **SCRIPT**

### **BasicButton:**

A mandatory button script to activate buttons on environment you are pointing at with the “B” button

### **Character:**

Contains movement for character, as well as functions for Menu3

### **Cube:**

Contains functions to move, rotate, or change color, based on the current selected mode from 2D menus

### **Mode:**

A static struct containing all 2D menu parameters shared across all 2D menus (except Menu3), as well as, functions to update these parameters

### **ToggleButton:**

Similar to BasicButton, functionality to support pressing a button with joystick button B