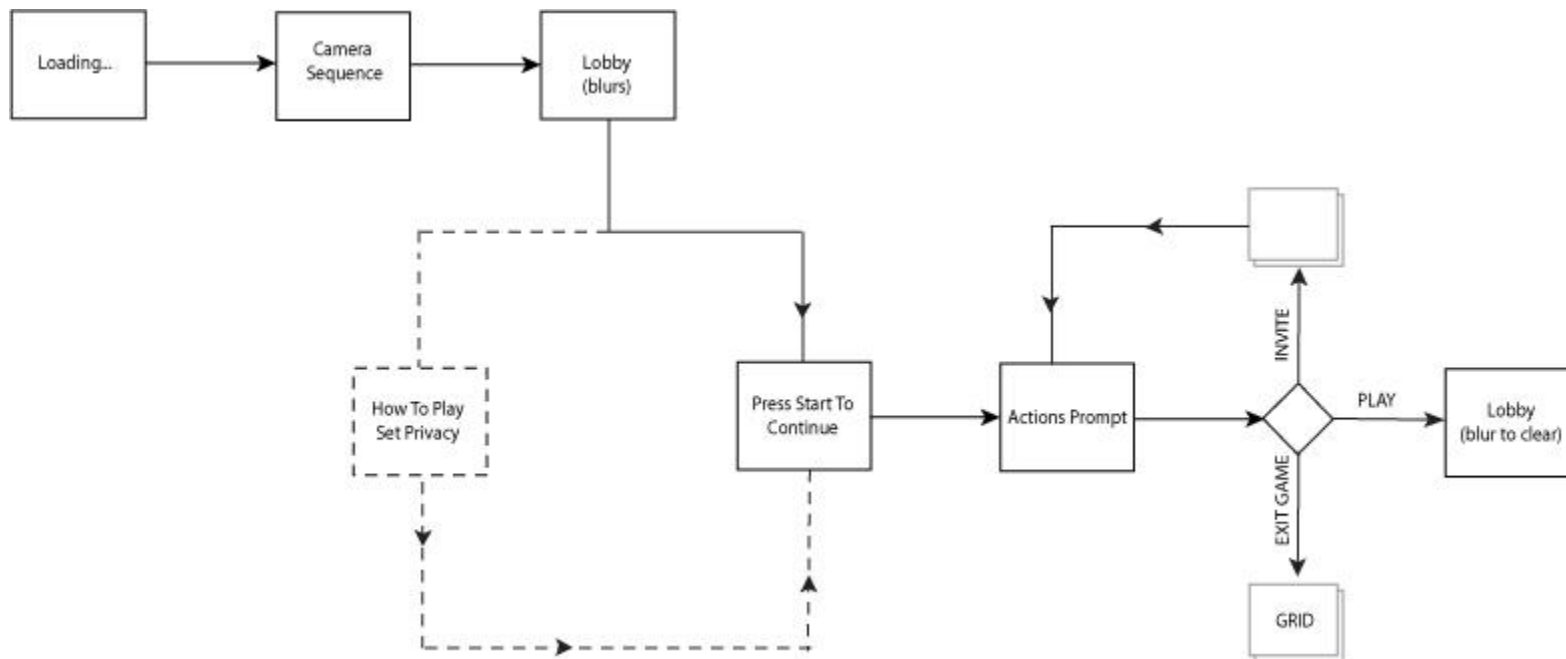**Goal:**
Clean up player widget menu and pull out actionable items making them more important. Also improve the flow of the intro.

Improvements:
- Smoother more natural intro to the game
- Pulling actionable menu items out to allow the user more focus (adapting to UR observations)
- Cleans up player widget menu
- Renamed Options to Settings

Quick Basic Flow:

Current **loading framework** will remain the same only instead of "Press Start" scrolling it will read "Loading…" and once loaded the user will be auto forwarded to the camera sequence.

Camera Sequence consists of showing outside of the theatre, and travel inside to lobby. Lobby will blur and a prompt will pop up.

The prompt will be the **How To Play (Privacy)** information only if it is the user's first time. Once they have agreed to the privacy terms, the user will be allowed to dismiss the how To play menu.

Once the how to play menu is dismissed, **Press Start To Continue** will be prompted on the screen. The user will press start (tech reasons) and the **actions menu** will appear prompting action from the user.

The user must either invite, play, or exit the game. If the user chooses to invite, the xbox ui will take over. Once completed they will be back on the actions menu. If the user chooses to exit the game, we will send them to the grid. If the user chooses to Play, the action menu will drop and the lobby will come back into focus. The player widget will have an option allowing the user to display More Options.

Actions Menu:
- Play
- Invite
- Quit To Grid

The player widget menu **in the lobby** will have:	The player widget menu **in game** will have:
- Rules - Settings - Achievements - Quit to Reset (blurs lobby and takes player back to actions menu) At the point the game is about ready to start we need to close menu	- Rules - Settings - Achievements - Quit To Lobby (takes player to lobby blurred state with actions menu overlay)

Possible User Scenarios:

1. **If another coach (local) player (P2) presses start while the actions menu is up** , their player widget will appear in minimized mode displaying their gamer tag. At this point P2 also has access to the actions menu. Either P1 or P2 may control the menu. Any player joining

from the couch at this point can control the actions menu. We expect couch players to communicate. Also P3 may want to invite someone from their buddy list,etc. This allows everyone to do what they want to do before hitting "play". If a player chooses Exit Game at this stage, their widget will simply disappear and any invites they sent will be cancelled.

2. **User hits Play Game but forgot to invite.** The user must select Reset which will take them back to the actions menu and cancel them from being match made or entering the game.
3. **Player is match made and doesn't like who they were match made with.** Player can choose reset and return to actions menu.
4. **Player decides to quit in game**, they will return to the lobby. Lobby will blur and actions menu overlay will be activated.