

## **Frontend to do.**

Initial screen fade up  
Logo transition  
Random logo blaze  
String localization/database implementation  
Story so far/Diary menu  
Load game menu  
Gallery menu  
Timesplitters2 video  
Other Extras?  
Missing arc  
Font scale problems  
Fade down  
New font?

Done:

- \* Sub menu system – make better
- \* Display control presets
- \* Refresh rate menu
- \* Screen position menu
- \* Text align & Tidy up menu formatting
- \* Vibration menu
- \* Sound mode menu, display ProLogic 2 logo
- \* Extra text fadeup/down
- \* volume bars highlight bug
- \* Go to new game

## **Inventory to do.**

Fade up / down  
Make it run (memory problems)  
Vram memory problems  
Missing arc  
Missing blue lines  
Story so far/Diary  
Display objects properly  
Object combination  
Object menu structure