

```
1 using UnityEngine;
2 using UnityEngine.SceneManagement;
3
4 public class StartMenu : MonoBehaviour
5 {
6     public GameObject startMenuUI;
7
8     public void PlayGame()
9     {
10         startMenuUI.SetActive(false);
11         Time.timeScale = 1f; // resume game
12     }
13
14     void Start()
15     {
16         startMenuUI.SetActive(true);
17         Time.timeScale = 0f; // pause until player clicks Play
18     }
19 }
20
```