***Pause and Resume Game Use Case***

**1. Description**

User presses pause button to pause the game, and presses again to unpause it.

**2. Actors**

User.

**3. Basic Flow**

{Pause Game}

3.1: User navigates mouse to pause button and clicks.

3.2: System freezes the game and displays the pause screen.

{Return to Game}

3.3: User clicks again on the pause/unpause button.

3.4: System removes the pause screen and continues the game.

**4. Alternative Flows**

4.1: At {Return to Game}, System waits a few moments after unpausing and before resuming to give the player a chance to orient themselves.

4.2: Player is thankful for the courtesy.