Use Case ID:	GM.U.9		
Use Case Name:	Pause menu.	Version:	1.0
End objective:	To provide the player to pause the game and pause menu.		
Created by:	Azfar Nayyan.	On (date):	20/3/23.
Approved by:	Momna Zenab.	On (date):	
User/Actor:	Player.		
Pre-Conditions:	The player/User is playing a game and is in a particular mission/level of the game.		
Post-Conditions:	The system acts according to the desired option chosen by the player from the pause menu.		

Basic Flow:

Step:	User Actions:	System Actions:
1.	The player is playing the level and wants to pause the game and presses the p or esc button.	System pauses the game and shows up the pause menu i:e: three options to resume the game, restart the mission and exit to main menu.
2.	Player selects to resume the game.	System loads the played mission and user further proceeds into mission.
3.	Player selects the option to restart the mission.	System restarts the selected mission from start.

Alternatives:

Step:	User Actions:	System Actions:
1(a)	Player has chosen to exit to main menu.	System exits to main menu.