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

**1. Description**

This use case lets an actor pause a game in progress

**2. Actors**

User

**3. Basic Flow**

{Open Pause Menu}

1. The actor presses the Enter key while a game is in progress
2. The system pauses the game and displays the pause menu

{Resume Game}

1. The actor clicks the Resume button on the pause menu
2. The system removes the pause menu and unpauses the game

**4. Alternative Flows**

*4.1. Handle Game Quit*

At {Resume Game} if the actor clicks the Quit button,

1. The system ends the game and displays the main menu