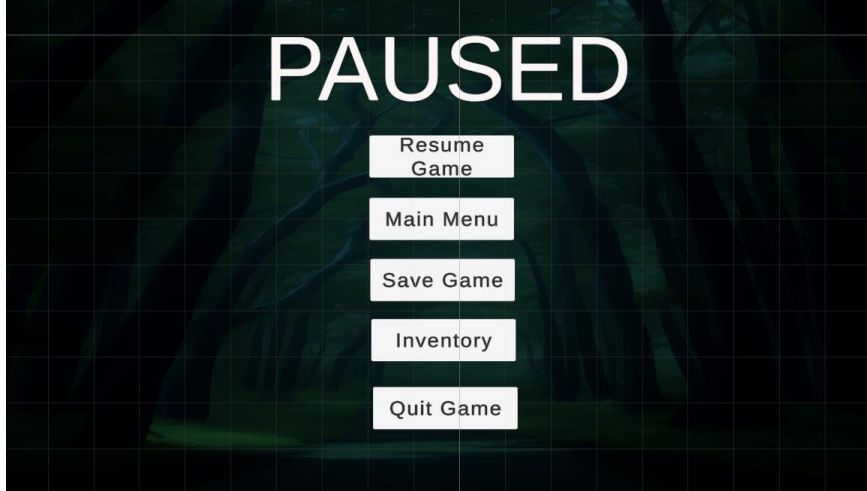


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\$20.00



Description: This asset provides a ready-to-use pause menu for your Unity game. It eliminates the need to build a pause menu from scratch and helps you streamline your in-game UI experience.

Features:

- Buttons:
 - Resume Game: Un-pauses the game and returns the gameplay.
 - Main Menu: Navigates the user back to the main menu screen.
 - Save Game: Triggers the game-saving functionality. (Requires a separate save system integration.)
 - Inventory: Opens the player's inventory.
 - Quit Game: Exits the game application.

Requirements:

- Unity 6000.0.38f1 or later.
- Compatible input system (Unity Input System or legacy Input Manager)
- Save System and inventory system for full button functionality.

Usage

- Press the assigned pause key to bring the menu.
- Menu UI is built with Unity's Canvas, Panel and Buttons for easy editing.

