


GamePaused.BackToMenu



```
graph LR; A[GamePaused.BackToMenu] --> B[SingletonMonobehavior.GetInstance];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'GamePaused.BackToMenu'. The right box is white with a black border and contains the text 'SingletonMonobehavior.GetInstance' on two lines. A dark blue arrow points from the right side of the left box to the left side of the right box.

SingletonMonobehavior.GetInstance