Pause menu

Version 1

Author: Daniel Carvalho Marques

This package focuses on a pause menu.

SampleScene contains a pause menu that brings up a canvas while pausing the scene and music currently running. The Pause menu script must be applied to a canvas and empty game object, the empty game object must have an audio source component with the game music attached.

This component contains a free to use music file from https://soundcloud.com/aka-dj-quads.

