PAUSE in Unity

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Pause : MonoBehaviour

{

bool paused = false;

void Update()

{

if (Input.GetKeyDown(KeyCode.P))

{

paused = !paused;

if (paused)

{

Time.timeScale = 0.0f;

}

else

{

Time.timeScale = 1.0f;

}

Create this C# Script and copy and drag it to the player cube. Add this code:

The variable ‘paused’ is either true or false and when you push P it changes and causes a pause state in the game. We apply this script to the player in this case. A bool is used in this script. A bool has two values either true or false. Time scale is how game time relates to game time. In this case it goes forward at 0 speed otherwise it will go forward at one speed.