

Pause game tutorial

This tutorial will show how to pause your game and create a pause menu.

1. Create a PauseGame Script and create variables.

Create a script called ***PauseGame*** and create a bool called gamePaused which would allow us to detect if the game is paused or not which we would later use.

We will also have a GameObject where we'll store the canvas which will contain the canvas of the pause menu.

```
public bool gamePaused = false;
```

```
public GameObject pauseMenu;
```

2. Grab input and instantiate a few if statements.

now we will need an Input for the escape key, and we'll use it in an if statement which will allow us to completely stop time as well as show the mouse (if hidden) instantiate the pauseMenu.

```
if (Input.GetKeyDown("Cancel"))
```

```
{
```

```
    if (gamePaused == false)
```

```
    {
```

```
        Time.timeScale = 0;
```

```
        gamePaused = true;
```

```
        Cursor.visible = true;
```

```
        pauseMenu.SetActive(true);
```

```
    }
```

```
    else
```

```
    {
```

```
        pauseMenu.SetActive(false);
```

```
        Cursor.visible = false;
```

```
        gamePaused = false;
```

```
        Time.timeScale = 1
```

```
    }
```

The if statement would allow the game to double-check itself and do the four following things:

stop time (Time.timeScale)

show cursor (Cursor.visible)

activates the Canvas ()

keeps it on the pause menu (pauseMenu.SetActive)

You're also able to test if the game pauses

3. Create void for unpausing the game

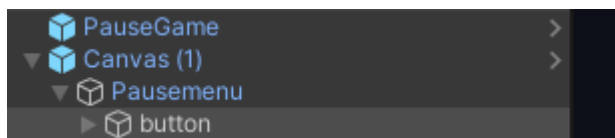
create a void UnpauseGame() and copy the else statement, we will use this for the resume button.

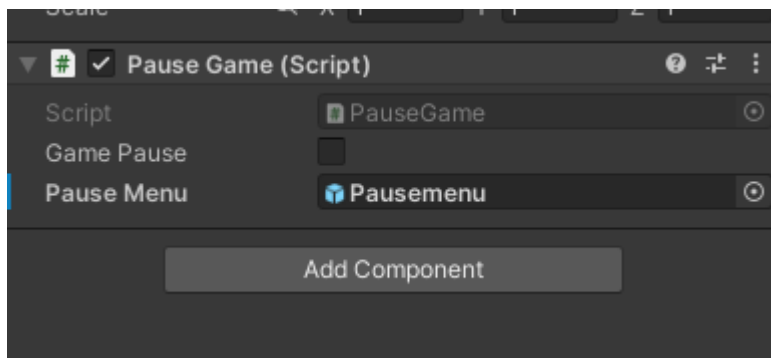
```
void UnpauseGame()
{
    pauseMenu.SetActive(false);
    Cursor.visible = false;
    gamePaused = false;
    Time.timeScale = 1
}
```

4. Create canvas and implement the script into it.

So, we will need to apply this code to our game, create an empty game object and add the script onto it and add a panel onto your canvas and call it "PauseMenu" and apply it to the Pause Menu variable.

And create a button.





On the resume button add an Onclick drag the script and put it as UnpauseGame()

