```csharp
using UnityEngine;
using System.Collections;

public class PauseButton : MonoBehaviour {

    public Texture pauseTexture1, pauseTexture2;
    private float size;
    private float scale;

    void Start(){
        size = Screen.width/20;
        scale = Time.timeScale;
    }
    [SerializeField] bool paused = false;

    void OnGUI(){
        if(!pauseTexture1){
            string butText = "Pause";
            if(paused)
                butText = "Play";
            if (GUI.Button(new Rect(10,size*2+30,size,size), butText))
                paused = !paused;
        }else if (GUI.Button(new Rect(Screen.width-(10+Screen.width/10), 10, Screen.height/5, Screen.height/5), ↵
 pauseTexture1,GUIStyle.none)){
            Texture pauseTextureAux = pauseTexture1;
            pauseTexture1 = pauseTexture2;
            pauseTexture2 = pauseTextureAux;
            paused = !paused;
        }
    }

    void Update(){
        if(paused){
            Time.timeScale = 0;
        }else{
            Time.timeScale = scale;
        }
    }
}
```