

```
1 using UnityEngine;
2
3 public class PauseMenu : MonoBehaviour
4 {
5     public static bool Paused = false;
6     public GameObject PauseMenuUI;
7     public GameObject ControlMenuUI;
8     public void ResumeGame()
9     {
10         PauseMenuUI.SetActive(false);
11         ControlMenuUI.SetActive(true);
12         Time.timeScale = 1f;
13         Paused = false;
14     }
15
16     public void PauseGame()
17     {
18         PauseMenuUI.SetActive(true);
19         ControlMenuUI.SetActive(false);
20         Time.timeScale = 0f;
21         Paused = true;
22     }
23 }
24
```