**Pause Menu (by Collin Barletta)**

**Basic course:**

The user presses the esc key while in game in order to bring up the escape menu. From here the user has the option buttons of options, save game, exit game, return to game. The user can press the esc key or the return to game button to leave this menu.

**Alternate courses:**

**Options:** While in the menu the user clicks the options button and are brought to an options screen where the user can adjust some of the settings in the game.

**Save Game:** While in the menu the user clicks the save game button and the system saves the game.

**Exit Game:** While in the menu the user clicks the exit button then are brought back to the start menu screen.