**Pause Menu (by Collin Barletta)**

**Basic course:**

The user hits a specified key while in game in order to bring up the escape menu. From this menu there are options, saveGame, exit game, back. They can rehit that specified key to leave this menu or back key.

**Alternate courses:**

**OPTIONS:** While in the menu they click options and are brought to an options screen that they can adjust some of the settings in the game.

**SAVE GAME:** While in the menu they click save game and the game is saved.

**EXIT Game:** While in the menu they click exit they are brought back to the start menu screen.

Diagram

Description automatically generated