```python
import pygame

pygame.init()

# Create a screen (not necessary for a music player, but helpful for GUI-based player)
screen = pygame.display.set_mode((400, 300))
pygame.display.set_caption("Music Player")

# Initialize the mixer module
pygame.mixer.init()

def play_music(file_path):
    pygame.mixer.music.load(file_path)
    pygame.mixer.music.play()

def stop_music():
    pygame.mixer.music.stop()

def pause_music():
    pygame.mixer.music.pause()

def unpause_music():
    pygame.mixer.music.unpause()

# Example usage
```

```python
file_path = "path/to/your/music/file.mp3"

play_music(file_path)


# Run the player until the user closes the window
running = True
while running:

    for event in pygame.event.get():

        if event.type == pygame.QUIT:

            running = False


# Clean up resources
pygame.mixer.music.stop()

pygame.mixer.quit()

pygame.quit()
```