

# Addition of a Pause Menu

Douglas Webster

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## 1 Changes to the Game as configured

- Added a Game scene *Game.tscn* which has overall control of the game.
- Added the *PauseMenu/pause\_menu.tscn* for control of the actions when the game is paused.
- Changed the *Level0Tutorial.tscn* **Process** to **Pausable**.

## 2 Games.tscn

This has overall control of the game and for this demonstration *Level0Tutorial* is added as a child to demonstrate the pause action.

The **Process** is set **Always** as we do not want this pause.

It is given a class name to enable referencing from other nodes and it responds to the *ui\_cancel* event (the esc key being pressed). When the esc key is pressed it changes the var `game.paused` variable. The setting of this variable caused the `game_tree` pause state to toggle and it emits this state as a signal.

## 3 pause\_menu.tscn

PauseMenu references the GameManager class and connects the *toggle\_game\_paused* signal to its internal function *\_on\_game\_manager\_toggle\_game\_paused* which toggles the display of the PauseMenu scene.

Pressing the Resume button sets the *game\_manager.game\_paused* to false which resumes the game and hides the scene.

The *exit* button just quits the game in this version.