Prefab Name: PauseSystem (Pause Menu Prefab)
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$0.00 (Educational Use)
Version 1.0


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DESCRIPTION
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The PauseSystem prefab creates a complete pause menu that appears
when the player presses the ESC key. It includes a dimmed background,
a centered panel, and three buttons: Resume, Restart, and Quit.

The UI is fully created by the PauseMenu script at runtime, so no
manual UI setup is required in the scene. This makes it easy to use
the same pause menu in any gameplay scene.


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COMPONENTS INCLUDED
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PauseMenu (MonoBehaviour)
- Builds the entire pause UI (canvas, dimmer, panel, buttons)
- Creates an EventSystem if none exists
- Handles input for the ESC key
- Pauses the game (timeScale = 0)
- Pauses audio (AudioListener.pause = true)
- Resumes the game (timeScale = 1)
- Restarts the current scene
- Quits the game

Generated At Runtime (not visible until play mode):
- PauseCanvas (screen-space UI)
- Dimmer (dark transparent overlay)
- PausePanel (white UI panel)
- Title (TMP text "PAUSED")
- Three buttons: Resume, Restart, Quit


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HOW IT WORKS
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1. On Start(), PauseMenu:
   - Creates a PauseCanvas on top of the screen.
   - Creates a full-screen Dimmer (dark background).
   - Creates a PausePanel with text and buttons.
   - Hides all UI and enables normal gameplay.

2. In Update(), the script checks for ESC:
   - If unpaused: shows the pause menu and freezes the game.
   - If paused: hides the menu and resumes the game.

3. Buttons:
   - Resume → closes the menu and unpauses.
   - Restart → reloads the active scene.
   - Quit → exits the application (or stops play mode in Editor).

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SETUP / HOW TO USE THIS PREFAB
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1. Drag the PauseSystem prefab into any gameplay scene.
2. Press Play.
3. Press ESC at any time to open or close the pause menu.
4. You do not need to add UI elements manually — everything
   is created automatically.

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REQUIREMENTS
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- Scene must have the PauseSystem prefab in the hierarchy.
- TextMeshPro package installed (Unity usually prompts automatically).
- No additional configuration required.
- Works with any scene that uses normal Time.timeScale gameplay.

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QUESTION: What question were you trying to answer with this prefab?
ANSWER:
I was answering the question:
"How can a teammate quickly add a complete, working pause menu into any scene without
setting up UI manually?"

QUESTION: Who do you anticipate would be asking that question?
ANSWER:
Mostly teammates like level designers, gameplay programmers, or testers who need a simple,
reliable pause menu.