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| **21.0** | **Pause** |
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| **Purpose:** | Allow User to pause the game |
| **Overview:** | Customer press start navigate through the menu |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | The game is paused. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. Press Start Button | 1. The game becomes the background. 2. Display a set of options | | |
| **Sub Events**  21.1: Select Stats  21.1.1: Allocate Stat Points  Or  21.1.1.1: Select Strength and increase it by 1.  Or  21.1.1.2: Select Agility and increase it by 1.  Or  21.1.1.3: Select Endurance and increase it by 1.  Or  21.1.1.4: Select Vitality and increase it by 1.  Or  21.1.2: View Equipment for your character.  21.1.2.1: Pick Equipment for your character  Or  21.2: Select Combo to view.  Or  21.3: Exit | |
| 21.3.1: Pop up to confirm exit | |
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