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| Class Information |
| **Class Name**: In-Game menu  Abstract Type: Persistence: |

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| Trace-ability Information | | |
| **Use Case ID** | **Use Case Name** | **Steps** |
| 020 | In-Game Menu | 02 |
| 022 | Resume Game | 01, 02 |
| 024 | Open Setting Menu | 01 |
| 026 | Quit Level | 01,02,03,04 |
| 028 | Quit Game from Level | 01 |

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| --- | --- | --- |
| Public Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
| Void ResumeGame() | In the InGame menu | Closes the menu and un pauses the game |
| Void OpenSetting() | In the InGame menu | Opens Settings menu |
| Void QuitLevel() | In the InGame menu | Quit the level back to the main menu |
| Void QuitGame() | In the InGame menu | Quit the game |

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| Protected Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
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| Private Methods | | |
| **Signature** | **Preconditions** | **Post Conditions** |
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| Attributes | | | | | |
| **Name** | **Type** | **Object(Y/N)** | **Instance/Static** | **Visibility** | **Description** |
| UI | GameObject[] | Y | Instance | Public | A list of UI elements |

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| --- | --- |
| Concurrency | |
| **Threading Issue** | **Description** |
| N\A |  |

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| --- | --- | --- |
| Major Exceptions | | |
| **Name** | **Trigger** | **Action** |
| N\A |  |  |

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| Instance Information | | | |
| **Minimum** | **Maximum** | **Mean** | **Fixed** |
|  |  |  | 1 |

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| --- | --- | --- |
| General Comments | | |
| **Author** | **Date** | **Comments** |
|  |  |  |