

# Use Case: Pause and resume

**Summary:** The user can pause the game if wanted

**Priority:** Medium

**Participants:** GameWorld

## Normal flow of events

	Actor	System
1.	Presses the home button or a pause button in game	
2.		Show pause game and pauses the game.
	Player resumes game by press resume on pause screen	
		Game is resumed from the state it was paused from.

## Alternate flows

There is no alternate flows

## Exceptional flow

There is no exceptional flow