Prefab Name: **PauseMenu**

PauseMenu is one of the UIs I had to use in almost all the scene of our game. When you hit the ESC key on your keyboard, a screen will appear on your screen. It will usually have ‘Resume’ button, ‘Settings’ button, and ‘Quit to Menu’ button. Depending on which scene you are, there might be minor difference between the options you see on the screen. Moreover, if you are in overworld map or battle map scene, you might be able to use this function if you haven’t clicked on any button. Hence, it is suggested to use this function only after ‘activating’ the scene.  
  
Here is a screenshot of how it may look like:

A screenshot of a video game

Description automatically generated

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