```csharp
1  using UnityEngine;
2  using UnityEngine.SceneManagement;
3
4  public class PauseMenu : MonoBehaviour {
5
6      public GameObject ui;
7
8      public string menuSceneName = "MainMenu";
9
10     public SceneFader sceneFader;
11
12     // Update is called once per frame
13     void Update () {
14         if (Input.GetKeyDown(KeyCode.Escape) || Input.GetKeyDown(KeyCode.P)) ⮑
              {
15             Toggle();
16         }
17     }
18
19     public void Toggle () {
20         ui.SetActive(!ui.activeSelf);
21
22         if (ui.activeSelf) {
23             Time.timeScale = 0f;
24         }
25         else {
26             Time.timeScale = 1f;
27         }
28     }
29
30     public void Retry () {
31         Toggle();
32         sceneFader.FadeTo(SceneManager.GetActiveScene().name);
33     }
34
35     public void Menu () {
36         Toggle();
37         sceneFader.FadeTo(menuSceneName);
38     }
39 }
40
```