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TL (05)

Error 404

## Pause Menu Prefab Documentation

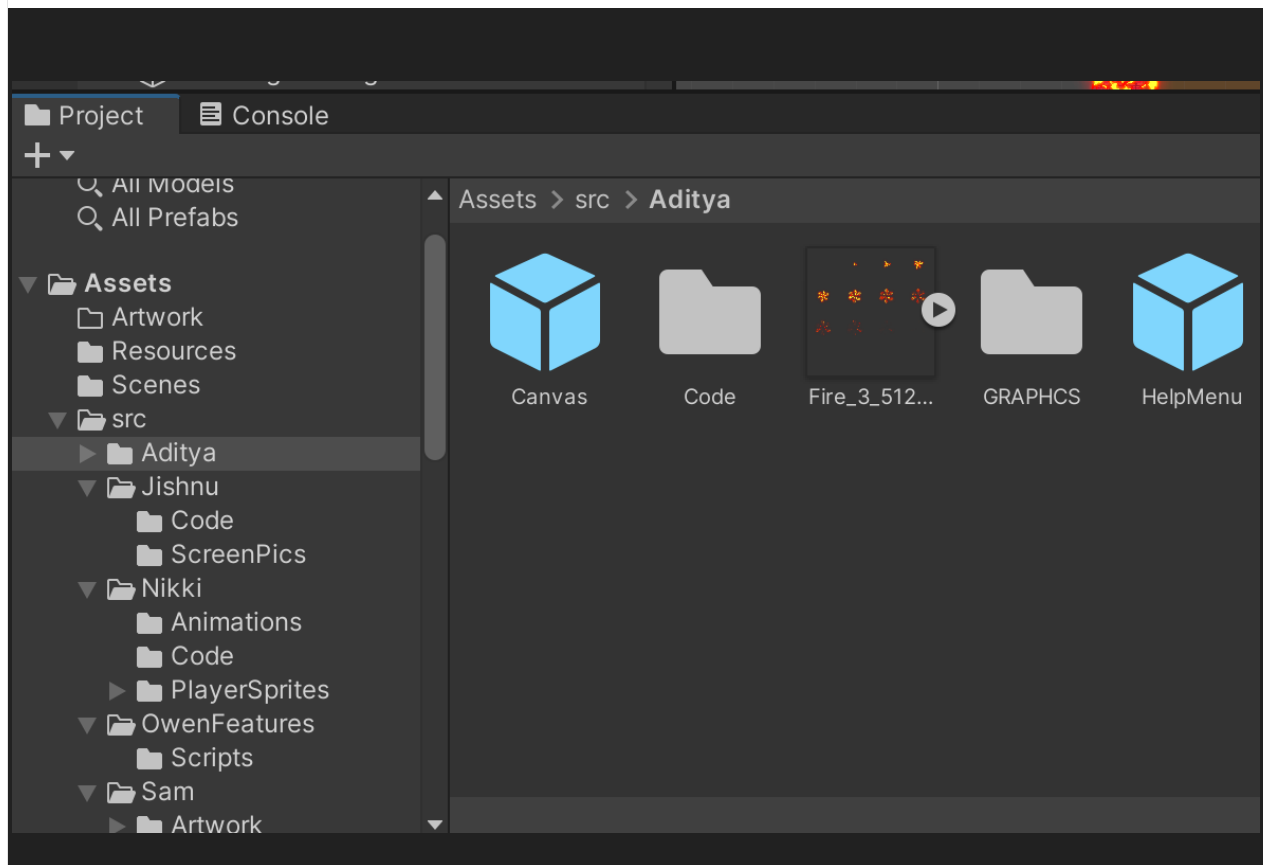
### Overview:

This prefab documentation outlines the implementation and usage of a Pause Menu system in Unity, utilizing singleton code for efficient management. The Pause Menu allows pausing and resuming the game, along with additional functionalities like exiting to MainMenu.

### Usage:

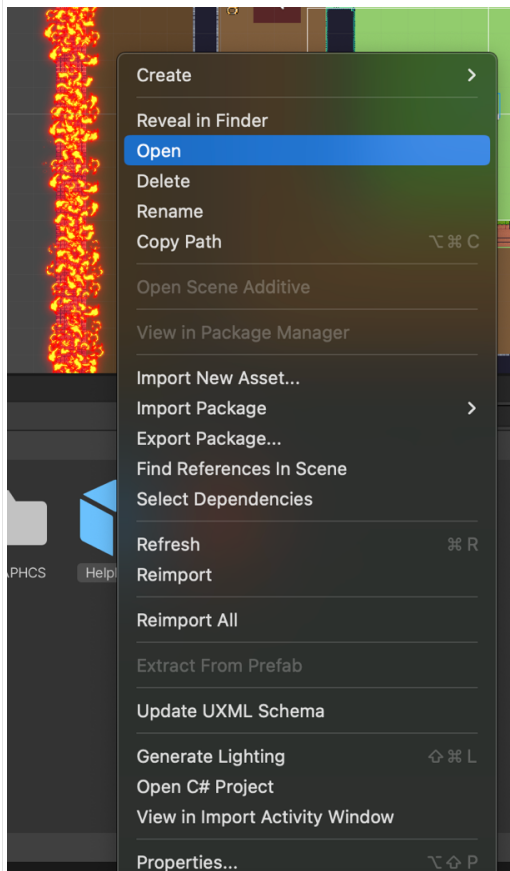
#### 1. Prefab Placement

Place the provided HelpMenu prefab in your Unity project's scene. Ensure that it's located within the project folders and not in the hierarchy. Otherwise, it will open when the game starts.



## 2. Opening the Prefab for Editing

To make changes to the HelpMenu, locate the `HelpMenu` prefab in your Unity project folders. Open the prefab for editing by double-clicking on it. Or right click it and press Open

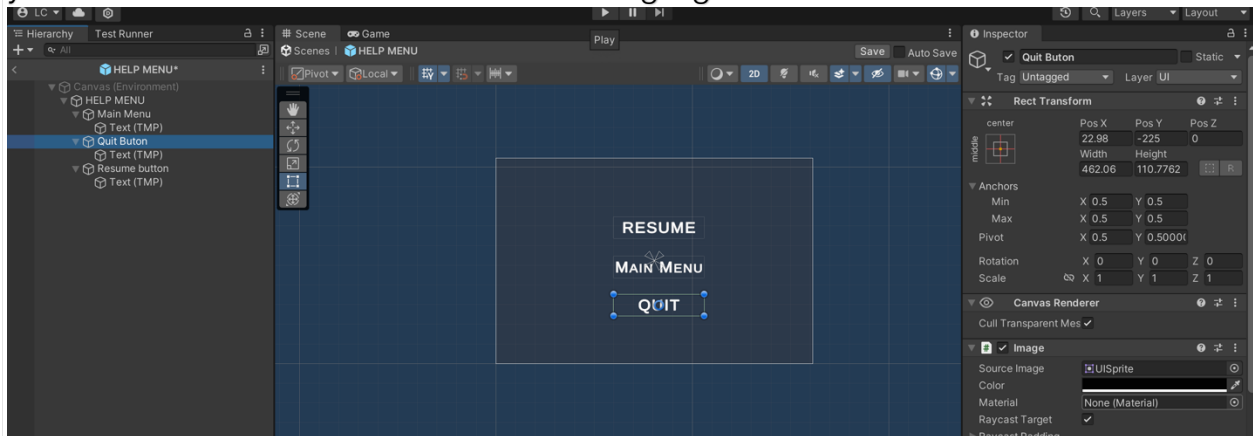


## 3. Making Changes

Inside the prefab, you can make edits to the HelpMenu layout, functionality, and appearance. Any modifications made here will reflect in the HelpMenu when instantiated in the game.

You can see the things in the prefab over the hierarchy like this and make edits by clicking on the thing you want to change. And to make sure you are editing the same

you can check the scene view as it will be highlighted like this.



And you can change the Object name as your wish and make changes as you required on the right side of where the inspector is you can add code and everything over here.

#### 4. Save Changes

After making desired changes, save the prefab and close the editing window.

#### Functionality:

##### Pause Menu:

- Resume Game: Clicking on the Resume button quits the pause menu and resumes the Game.
- MainMenu: Clicking on the Main Menu button takes you to the Main Menu if you want to restart the Game.
- Quit: Clicking on the Quit button takes you to end of the game.



You can check in this picture that the background got blurred and PauseMenu Highlighted.

## Destruction of Prefab Instances:

When the game is paused or the player navigates away from the Pause Menu, the prefab instances are automatically destroyed.

## Code Reference:

Refer to the `MenuManager` script for detailed insights into the implementation of the Pause Menu system.

1. Singleton Pattern: The `MenuManager` class extends the `Singleton` class provided by the `yaSingleton` library. This ensures that only one instance of `MenuManager` exists throughout the game.
2. `CreateAssetMenu` Attribute: This attribute defines the menu path and filename for creating instances of `MenuManager` as assets within Unity.

3. **CreateMenu Method:** Instantiates a new menu prefab and adds it to the active menus list. It also assigns functionality to the menu's destroy button.
4. **AddPauseMenuFunctionality Method:** Adds functionality specific to the Pause Menu, such as opening the Save Menu and handling button clicks.
5. **DestroyMenu Method:** Destroys a menu instance and removes it from the list of active menus.
6. **ValidateAndCreateMenuPrefab Method:** Validates if a prefab has a **GameMenu** script attached to it. If so, instantiates the prefab and creates the menu.