

Supporting Pause and Restart



Jon McElroy

GRAPHICS PROGRAMMER

@jonmcelroy blog.jonmcelroy.com



Pause Requirements



Enter/exit pause state via 'escape'

Display pause menu when paused

Exit pause state via 'resume'

Pause the simulation

Set cursor to use 'pointer'

Summary



Built a globally accessible Game Manager

Learned Unity's Scene Management

Managed Game State

Handled Pause / Restart / Quit

