//This page is mainly responsible for implementing the click function of the final technical interface

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.SceneManagement;

public class endbutton : MonoBehaviour

{

public Button btnRestart;

public void ClickRestart() //Click the mouse button

{

SceneManager.LoadScene("one"); //Jump to the first interface to realize the function of doing it again.

}

// Use this for initialization

void Start()

{

btnRestart.onClick.AddListener(ClickRestart);

}

// Update is called once per frame

void Update()

{

}

}