//The code on this page is responsible for implementing the jump function after clicking to complete the photo

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.SceneManagement;

public class paizhaook: MonoBehaviour

{

public Button btnRestart;

public void ClickRestart()

{

SceneManager.LoadScene("end"); //Load to the end interface

}

// Use this for initialization

void Start()

{

btnRestart.onClick.AddListener(ClickRestart);

}

// Update is called once per frame

void Update()

{

}

}