```csharp
1  using System.Collections;
2  using UnityEngine;
3  using UnityEngine.SceneManagement;
4
5  public class MainMenu : MonoBehaviour
6  {
7      public GameObject loadingPanel;
8      public UnityEngine.UI.Slider progressBar;
9
10     public void StartGame()
11     {
12         StartCoroutine(LoadGameAsync());
13     }
14
15     IEnumerator LoadGameAsync()
16     {
17         loadingPanel.SetActive(true);
18         AsyncOperation operation = SceneManager.LoadSceneAsync
             ("MainScene");
19
20         while (!operation.isDone)
21         {
22             if (progressBar != null)
23                 progressBar.value = Mathf.Clamp01(operation.progress /
                     0.9f);
24             yield return null;
25         }
26     }
27
28     public void QuitGame()
29     {
30         Debug.Log("Quit Game pressed – exiting play mode or app.");
31 #if UNITY_EDITOR
32         UnityEditor.EditorApplication.isPlaying = false;
33 #else
34         Application.Quit();
35 #endif
36     }
37 }
38
```