```
..._works\escapeRunner\Assets\Scripts\GameOverManager.cs
```

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```

```
1 using UnityEngine;
2 using UnityEngine.SceneManagement;
3
4 public class GameOverManager : MonoBehaviour
5 {
6     public void RestartGame()
7     {
8         SceneManager.LoadScene(SceneManager.GetActiveScene().name);
9     }
10 }
```