

### **Game Over Script:**

```
using UnityEngine;
using System.Collections;
using System.Collections.Generic;
using UnityEngine.SceneManagement;
public class GameOver : MonoBehaviour
{
    public GameObject gameOverPanel;
    //Update is called once per frame
    void Update()
    {
        if(GameObject.FindGameObjectWithTag("Player") == null)
        {
            gameOverPanel.SetActive(true);
        }
    }
    public void Restart(){
        SceneManager.LoadScene(SceneManager.GetActiveScene().name);
    }
}
```