using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class MenuEscape : MonoBehaviour {

public GameObject mainMenu;

public GameObject newGameMenu;

public GameObject settingsMenu;

public GameObject levelsMenu;

// Use this for initialization

void Start () {

}

// Update is called once per frame

void Update () {

if (!mainMenu.activeInHierarchy)

{

if (Input.GetKeyDown(KeyCode.Escape))

{

if (newGameMenu.activeInHierarchy)

{

newGameMenu.SetActive(false);

mainMenu.SetActive(true);

}

else if (settingsMenu.activeInHierarchy)

{

settingsMenu.SetActive(false);

mainMenu.SetActive(true);

}

else

{

levelsMenu.SetActive(false);

newGameMenu.SetActive(true);

}

}

}

}

}