

Game Over Script

Today you will learn how to create a Game Over Script, so when my player dies in my game, it will go to a Game Over scene where you can retry the level.

I will use my own game to demonstrate this.

Step1

You must create a script and you can call it whatever you want, in this case to make life easier I will call it "GameOver".

Once you have created the script, it should appear like this:



Then click this script and we will start creating the code for it.

Step2

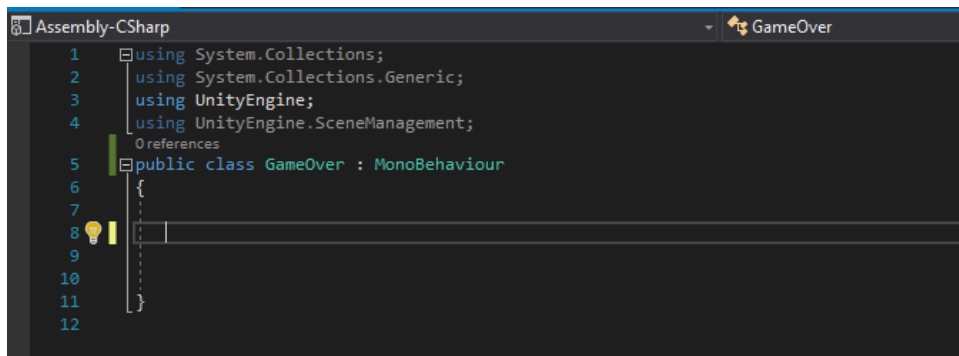
```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5  public class GameOver : MonoBehaviour
6  {
7
8
9
10
11
12
```

Now the next step is to get the script looking like this. As you can see at the top its slightly different because I have added:

"Using UnityEngine.SceneManagement;" below "Using UnityEngine;"

This is very important because to switch scenes in your game, you need to add this.

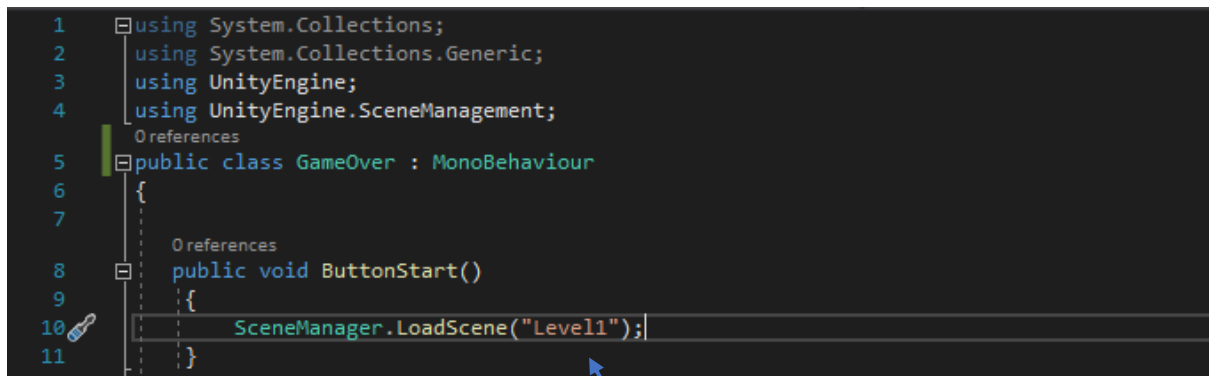
By the end, your script should look like this:



```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.SceneManagement;
5 public class GameOver : MonoBehaviour
6 {
7
8
9
10
11
12 }
```

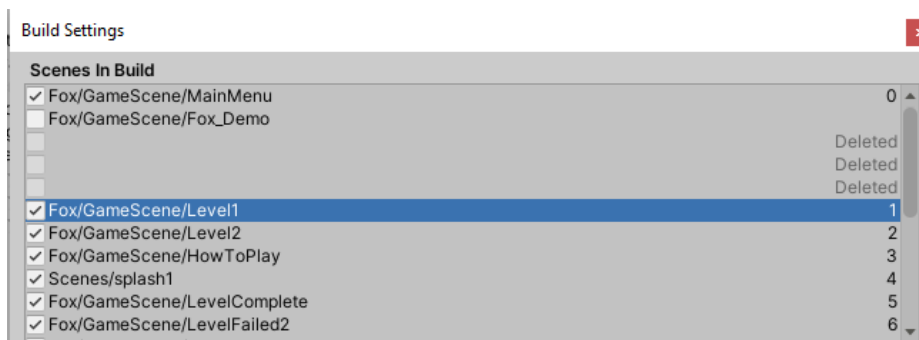
Step3

Your next step is to create the code for when you press the button, it will switch to the scene you want, and you do this by adding this to your code:



```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.SceneManagement;
5 public class GameOver : MonoBehaviour
6 {
7
8     public void ButtonStart()
9     {
10         SceneManager.LoadScene("Level1");
11     }
12 }
```

Shown here is the scene called "Level1" that when you press the retry button in your game, it is the scene you will go to. You must add it to the build settings or when you press the button it will not work.



You find the build settings by going file -> build settings. All you must do is drag the scene you want to be in the game, in this case my "Level1" scene.

This could be any scene you want and can be any name you want. You just must make sure that spell it exactly when adding it to the code.

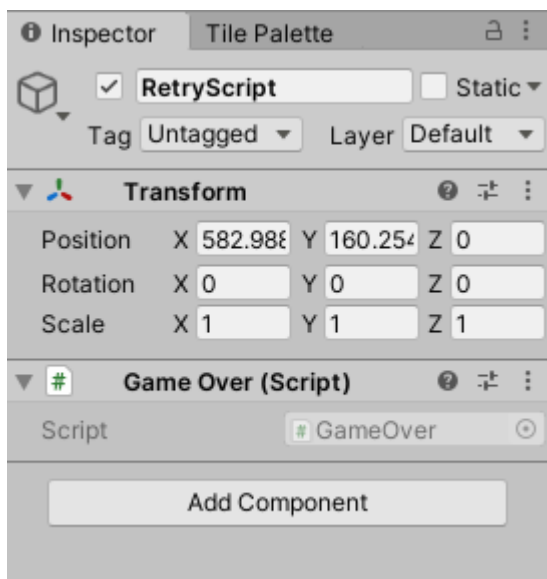
Step4

The end of your code should appear like this:

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5  public class GameOver : MonoBehaviour
6  {
7
8      public void ButtonStart()
9      {
10         SceneManager.LoadScene("Level1");
11     }
12 }
```

What you do next is first create a GameObject and rename it to anything you want. You do this by going to GameObject -> Create Empty, and then right clicking to change the name. I will change the name to "RetryScript".

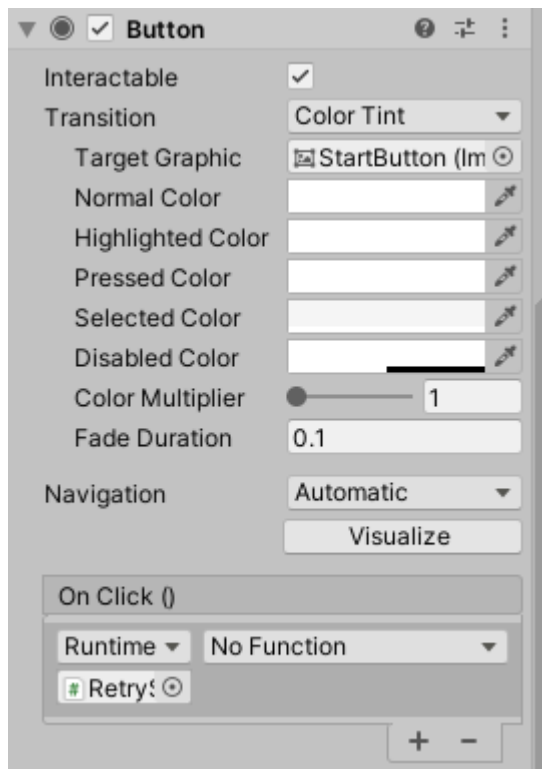
Next all you must do is drag the script into the "RetryScript" inspector, and it should look like this:



Step5

Next you must create a button. You do this by clicking GameObject -> UI -> Button. After the button is created you can rename it, and I named it "StartButton" due to the code and because it is the first button I have created for this scene. You can press the drop-down bar and change the text inside the button, I called it "RETRY LEVEL".

Next you must drag the "RetryScript" GameObject into the button section. It should look like this:



Then go to the no function option and select the name of the script you created, so "GameOver" -> "ButtonStart()" and then press save.



Shown here is my GameOver scene from my game.



Shown here is the scene you will switch to when you press the RETRY LEVEL Button

When you press play and press the button, it should switch to this scene. You can use this for any scene you want, and the outcome will be the same as your able to switch to the scenes you want.