**Load Next Scene Button in Unity**

1. Right click on a blank space in the hierarchy and create a canvas.
2. Right click on the canvas in the hierarchy and create a button as a child.
3. Create a scripts folder in your project and create a script called SceneLoader.
4. Select the button in the hierarchy and drag the SceneLoader script into the inspector.
5. Add the following code to the script:  
     
   using UnityEngine.SceneManagement;  
     
   public void LoadScene()

{

SceneManager.LoadScene("Level2");

}

1. In the button’s inspector, find On Click and click the + button to add to the list. Then drag the Scene Loader script into the empty box.
2. Set the “No Function” dropdown to SceneLoader / LoadScene ()

Graphical user interface, application

Description automatically generated

1. Go to your scenes folder and create your new scene (mine is called Level2). Adjust the (“Level2”) past of your code to match the name of your scene.
2. Go to File / Build Settings and drag your first and second scenes into the “Scenes In Build” section, making sure they are in the correct order.

Background pattern

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