

Scene Management Component Package

Add all the needed scenes to the scenes in build in build settings; Making sure your menu is the first one in the list and your end scene/ game over scene is the last one. Your game levels should be in between this.

Button Controls: (Left Mouse Button)

Drag the 'ButtonControl' script onto the canvas. For the buttons add an 'On click' event by pressing the + and drag the canvas onto the empty slot. For the scene to go to the main menu on a button click, the method is called 'MainMenuLoad'. To load the first game scene, the method is called 'PlayGame'. To leave the game, the method is called 'QuitGame'. To go onto the next level the method is called 'NextLevel'.

Countdown Timer:

For the Timed Level, have a text object for the countdown to be displayed. You can put this script on any object and change the starting time by changing the value of the variable on the script.