
```
1 using UnityEngine;
2 using UnityEngine.SceneManagement;
3
4 public class ChangeScene : MonoBehaviour
5 {
6     public static void ChangeToScene(int scene)
7     {
8         PauseMenu.Paused = false;
9         Time.timeScale = 1f;
10        SceneManager.LoadScene(scene);
11    }
12 }
```