

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.SceneManagement;
5
6 public class MenuController : MonoBehaviour
7 {
8     // Start button function
9     public void StartGame() {
10
11         // Load the main game scene
12         SceneManager.LoadScene(1);
13     }
14
15     // Quit button function
16     public void QuitGame() {
17
18         // Quit the game
19         Application.Quit();
20     }
21 }
22
```