```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.UI;
5  using UnityEngine.SceneManagement;
6
7  public class GameOverScript : MonoBehaviour
8  {
9      // Variables
10     public GameController gc;        // Instance of game controller script
11     public GameObject gameOverUI;    // Empty game object holding UI elements
12     public Text scoreText;           // Text that displays the score
13
14
15     void Start() {
16
17         // Get game controller instance
18         gc = GetComponent<GameController>();
19     }
20
21     // Update is called once per frame
22     void Update()
23     {
24         // Hide game over UI elements if the game is running or if its a
                tutorial phase
25         if (gc.gameRunning || gc.tutorialPhase) {
26             gameOverUI.SetActive(false);
27         }
28     }
29
30     public void GameOver() {
31
32         // Display game over UI elements
33         gameOverUI.SetActive(true);
34
35         // Update score text with player's score
36         scoreText.text = gc.score.ToString();
37     }
38
39     // Retry button function
40     public void RetryButton() {
41
42         // Reload the current scene
43         SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex);
44     }
45
46     // Quit button function
47     public void QuitButton() {
48
```

```
49          // Load the start menu scene
50          SceneManager.LoadScene(0);
51      }
52  }
53
```