

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.SceneManagement;
5
6 public class MainMenu : MonoBehaviour
7 {
8
9     public void NewGame()
10    {
11        //Application.LoadLevel("Game");
12        SceneManager.LoadScene("Game");
13    }
14
15    public void QuitGame()
16    {
17        Application.Quit();
18    }
19 }
20 }
21
```