﻿using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class bannerHit : MonoBehaviour

{

// Start is called before the first frame update

void Start()

{

}

// Update is called once per frame

void Update()

{

}

private void OnCollisionEnter(Collision collision)

{//オブジェクトをぶつける時、他のシーンをロード

SceneManager.LoadScene("clear");

}

}