```csharp
1  using UnityEngine;
2  using System.Collections;
3
4  public class LevelComplete : MonoBehaviour
5  {
6      public int titleScreen = 0;
7      // Use this for initialization
8      void Awake()
9      {
10          DontDestroyOnLoad(transform.gameObject);
11          //The script doesn't reset between scenes and is never destroyed
12      }
13      void Start () {
14
15      }
16
17      // Update is called once per frame
18      void Update () {
19
20      }
21      public void levelComplete() //Loads the next level
22      {
23          GameObject door = GameObject.Find("woodenDoor");
24          DoorBehavior doorscript = door.GetComponent<DoorBehavior>();
25          titleScreen += 1;
26          Application.LoadLevel(doorscript.titleScreen);
27      }
28  }
29
```