﻿using UnityEngine;

using UnityEngine.SceneManagement;

using System.Collections;

public class Restart : MonoBehaviour

{

public void RestartGame()

{

SceneManager.LoadScene("sceneName");

}

}  
  
  
  
  
1. Create UI -> Button  
 Delete the text layer and rename it the button to **RestartButton**

2. Put PNG in **Image -> Source Image**

3. Add **Restart** script to the **RestartButton**

4. In Button -> On Click clik +

Drag **RestartButton** into none

5. Click on **No Function** go down to **Restart -> RestartGame()**

And you should be good to go