Unity- Switching Between Scenes in Unity using UI Button

1. Create a button inside your main camera, under “UI” then “Button”.
2. Name it “Load Next Scene”. Move it to the bottom right via the inspector on the right side on the screen.
3. Create a new empty game object. Call it SceneManager. Save it in a file called “Prefabs” to click and drag to every scene, so it grabs index.
4. Make sure you have a folder in assets called Scenes. Create two scenes. One for scene 1 in text, and one for scene 2 in text. Create a new folder in assets called Scripts. Right click in scripts. Go to create, then C# script. Call it LoadScene. Open it.

using UnityEngine.SceneManagement;

public class LoadScene : MonoBehaviour {

public void SceneLoader(int SceneIndex)

{

SceneManager.LoadScene(SceneIndex);

}

}

1. Now add this script to the game object SceneManager.
2. Load Next Scene. Add component on the bottom of the inspector. Search for Event Trigger. Click Add New Event Type. Select Pointer up. Click the plus button in the same field. Click and drag the LoadScene script to SceneManager. Update the scene index so 0 reads the first scene, 1 for the second, 2 for the third, etc. in the inspector Select on the OnTrigger method in the inspector, click and drag scenemanager. On the under no function, click LoadScene(SceneLoader) select SceneManager, and set the number.
3. Go to file, build settings, then select all three scene, add them in the right order.