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using UnityEngine;
using UnityEngine.UI;
using UnityEngine.SceneManagement;

public class ButtonEndGameScene : MonoBehaviour
{
    public Text TextBasicSpeed;
    public Text TextBasicControl;
    public Text TextMaxSpeed;
    public Text TextTimeFinish;
    private GameObject playerTarget;

    //[SerializeField]
    public Button _buttonExitGame;
    //[SerializeField]
    public Button _buttonRestart;
    //[SerializeField]
    public Button _buttonTop;
    //[SerializeField]
    public Button _buttonBackMainMenu;

    void Start()
    {
        playerTarget = GameObject.Find("PlayerCar");
        playerTarget.transform.position = Vector3.zero;
        playerTarget.transform.position = new Vector3(0f, 1.5f,
2.5f); //Spawn

        TextBasicSpeed.text = $"Speed:
{ButtonCarsScenes.SaveBasicSpeed:0.00}";
        TextBasicControl.text = $"Control:
{ButtonCarsScenes.SaveBasicControl:0.00}";
        TextMaxSpeed.text = $"Max Speed: {MoveCar.SaveFinalSpeed:0.00}";
        TextTimeFinish.text = $"Time Finish:
{WindowGameScene.SaveFinalTime:0.000}";

        _buttonExitGame.onClick.AddListener(() => ExitGame());
        _buttonRestart.onClick.AddListener(() => Restart());
        _buttonTop.onClick.AddListener(() => TOPPlayer());
        _buttonBackMainMenu.onClick.AddListener(() =>
ReturnTomainMenu());
    }
    private void RemoveListener()
    {
        _buttonExitGame.onClick.RemoveListener(() => ExitGame());
        _buttonRestart.onClick.RemoveListener(() => Restart());
        _buttonTop.onClick.RemoveListener(() => TOPPlayer());
        _buttonBackMainMenu.onClick.RemoveListener(() =>
ReturnTomainMenu());
    }
    void Update()
    {
        if (Input.GetMouseButtonUp(0))
        {
            RemoveListener();
        }

        if (Input.GetKeyDown(KeyCode.Escape))
        {

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        SceneManager.LoadScene(1);
    }
}
public void ReturnToMainMenu()
{
    ButtonCarsScenes.SaveBasicSpeed = 0f;
    ButtonCarsScenes.SaveBasicControl = 0f;
    WindowGameScene.SaveFinalTime = 0f;
    HealthPlayerGameScene.Health = 100f;
    MoveCar.SaveFinalSpeed = 0f;
    Destroy(playerTarget);
    SceneManager.LoadScene(0);
}
public void Restart()
{
    WindowGameScene.SaveFinalTime = 0f;
    MoveCar.SaveFinalSpeed = 0f;
    MoveCar._Speed = 0f;//Anyway
    TriggersGameScene.namber = 0;
    ButtonCarsScenes.SaveBasicControl /= 25f;//фікс початкового
контролю
    ButtonCarsScenes.SaveBasicSpeed /= 25f;//фікс початкової
швидкості
    HealthPlayerGameScene.Health = 100f;

    Object.DontDestroyOnLoad(playerTarget);
    SceneManager.LoadScene(3);
}
public void ExitGame()
{
    Destroy(playerTarget);
    SceneManager.LoadScene(1);
}

public void TOPPlayer()
{
    Destroy(playerTarget);
    SceneManager.LoadScene(5);
}
}

```