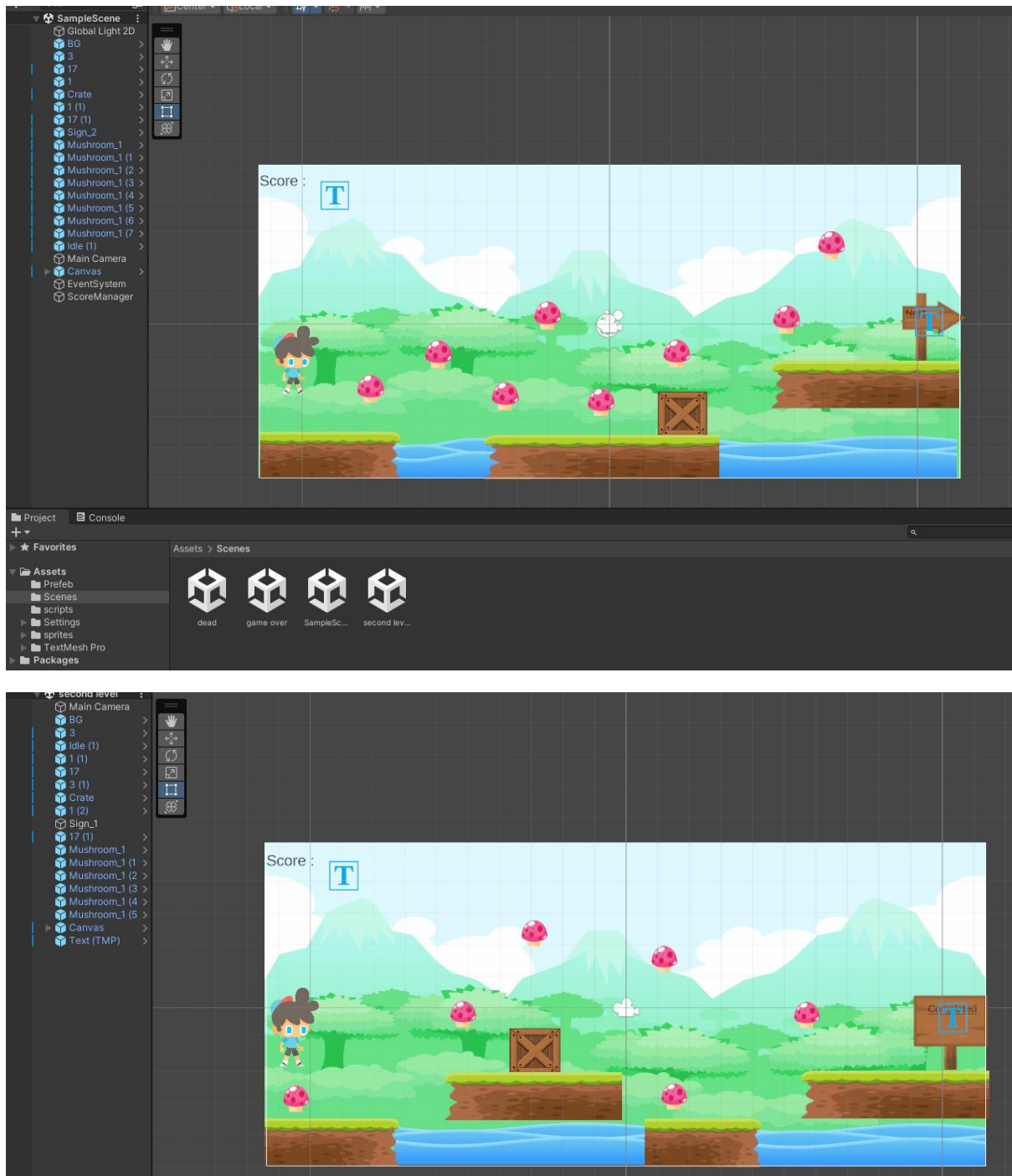


Practical 6

Date :22/08/04

Aim : Using unity 2D , Create 2D Game with two scene and load a new scene after completing First Scene.

Scene :



Script :

```
using System.Collections;
```

```
using System.Collections.Generic;
```

```
using UnityEngine;
```

```
using UnityEngine.SceneManagement ;
```

```
public class sceneLoader : MonoBehaviour
```

```
{
```

```
    public int scenenum;
```

```
    void Start()
```

```
    {
```

```
    }
```

```
    void Update()
```

```
    {
```

```
    }
```

```
    private void OnCollisionEnter2D(Collision2D collision)
```

```
    {
```

```
        if(collision.gameObject.CompareTag("Player"))
```

```
        {
```

```
            Debug.Log("Collison");
```

```
            SceneManager.LoadScene(scenenum);
```

```
        }
```

```
    }
```

```
}
```

GameView:

Score: X10



Score: X13

