

SceneChanger.cs

Properties

Serialized coreGameSceneName : *string*

Name of the scene for the core game.

Serialized mainMenuSceneName : *string*

Name of the scene for the main menu

Methods

Public LoadGame

Parameters: None

Return: None

Loads the core game scene.

Public LoadMainMenu

Parameters: None

Return: None

Loads the main menu scene.

Public QuitGame

Parameter: None

Return: None

Exits the application.