# 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.