

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using UnityEngine.SceneManagement;
5
6 public class MainMenuScript : MonoBehaviour
7 {
8
9     // Update is called once per frame
10    void Update()
11    {
12        if(Input.GetKeyDown(KeyCode.Return))
13        {
14            SceneManager.LoadScene(1);
15
16        }
17    }
18 }
19
```