

```
using UnityEngine;
using System.Collections;
using UnityEngine.SceneManagement;
```

```
public class Batoru : MonoBehaviour
{
```

```
    // バトルボタンを押したら実行する
```

```
    public void StartGame()
```

```
    {
```

```
        StartCoroutine("startPush");
```

```
    }
```

```
    IEnumerator startPush()
```

```
{
```

```
    //実行を遅らせる
```

```
    yield return new WaitForSeconds(1.5f);
```

```
    //リンク先へ飛ぶ
```

```
    SceneManager.LoadScene("Map");
```

```
}
```

```
}
```