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

public class BuyButton: MonoBehaviour
{
    public void Buytoption()
    {
        //メソッドの呼び出し
        StartCoroutine("buyPush2");
    }

    IEnumerator buyPush2()
    {
        //飛ぶ時の遅延
        yield return new WaitForSeconds(0.0f);
        //オブジェクトの破壊
        Destroy(gameObject);
        //飛ぶシーン名
        SceneManager.LoadScene("Buyinfo1");
    }
}
```