# Menu



# Game

**Credit**



```csharp
using System.Collections
;
using System.Collections.Generic
;
using UnityEngine
;
using UnityEngine.SceneManagement
;
public class mainmenu : MonoBehaviour
{
    public void playgame()
    {
        SceneManager.LoadScene("game");
    }
    public void credit()
    {
        SceneManager.LoadScene("credit");
    }
    public void back()
    {
        SceneManager.LoadScene("menu");
    }
    public void Quit()
    {
        Application.Quit();
    }
}
```

**Code**

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