```csharp
 1  using UnityEngine;
 2  using UnityEngine.SceneManagement;
 3
 4  public class GameOver : MonoBehaviour {
 5
 6      public string menuSceneName = "MainMenu";
 7
 8      public SceneFader sceneFader;
 9
10      public void Retry () {
11          sceneFader.FadeTo(SceneManager.GetActiveScene().name);
12      }
13
14      public void Menu () {
15          sceneFader.FadeTo(menuSceneName);
16      }
17  }
18
```