```csharp
1  using UnityEngine;
2  using UnityEngine.EventSystems;
3
4  /// <summary>
5  /// ButtonRightClick is assigned to the save slot buttons within the menu,  ⮧
      enabling for the deletion of a scene.
6  /// </summary>
7  public class ButtonRightClick : MonoBehaviour, IPointerClickHandler
8  {
9      /// <summary>
10     /// Stores which editor scene this instance is assigned to.
11     /// </summary>
12     [SerializeField] int saveIndex;
13
14     /// <summary>
15     /// Begins the scene deletion process if the captured input was a right ⮧
          click.
16     /// </summary>
17     public void OnPointerClick(PointerEventData eventData)
18     {
19         if (eventData.button == PointerEventData.InputButton.Right)          ⮧
             MenuInterfaceManager.Instance.BeginSceneDeletion(saveIndex);
20     }
21 }
```