

- + isForceMouseAlwaysVisible
- + isNextSceneFullyLoaded
- + isWaitForAsyncFinishLoading
- + Awake() + LoadScene()
- + LoadLevel()
- + RestartLevel() + RequestQuit()
- + LoadNextLevel()
- + GetCurrentLevelIndex() + LoadLevelByIndex()
- + SetMouseVisibility()
- + PauseLevel()
- + unPauseLevel()

+instance