```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5
6  public class LoadScene : MonoBehaviour
7  {
8      public void SceneLoader(int SceneIndex)
9      {
10          SceneManager.LoadScene(SceneIndex);
11      }
12      public void QuitGame()
13      {
14          Application.Quit();
15
16      }
17  }
18
```