RestartButton.cs

```
 1  using UnityEngine;
 2  using UnityEngine.SceneManagement;
 3
 4  public class RestartButton : MonoBehaviour
 5  {
 6      public void OnRestartButtonClicked()
 7      {
 8          SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex);
 9      }
10  }
11
```