**GAME OVER MENU AND ANIMATIONS**

Select gameOverPanel, Go to Animations, Go to Create then create a new folder and name it Animations and inside this animation, create a new animation named panelUp.

In frame 0, in rect transform copy component, in the scene view move your panel down.

Now go to frame 60, in the rect transform, select paste component values. Now go to Animator, select the panelUp, double click it and then uncheck the Loop Time.

Select gameOverPanel, Go to Add Component > Layout > Canvas Group because Canvas Group has alpha properties.

Now in Animation tab, go to 0th frame, make alpha value 0. Then go to 60th frame, and make alpha value 1.

Now disable gameOverPanel.

Now inside UiManager(Script), create a reference to it.

Now add functions Replay and Menu to the buttons respectively.