

unity basic c# script and how to use

this is technically day 1.5, it should've worked day one but I only got it to work on day 2 the system collections but is probs useless but the tutorial i followed didn't remove it so idk.

suuper basic script but its got the important things, like using `UnityEngine.SceneManagement`; spelled correctly

and the fact that the part that says MainMenu is going to be the scripts title when u choose, so that public class part yeah naming it is important

the `SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1)`; also super important, it allows me / us to do the important thing, switch between scenes, aka, what I'm going to do (maybe) levels :D

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class MainMenu : MonoBehaviour{

    public void PlayGame ()
    {
        SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);
    }
}
```

Revision #3

Created 7 May 2023 23:36:37 by naruzkurai

Updated 9 May 2023 08:57:24 by naruzkurai