

Button [] GameManager []

public []

[]

GameManager []

```

// [ ]
public void OnGameRestart()
{
    SceneManager.LoadScene("Game");
}

// [ ]
public void OnGameEnd()
{
    // [ ]
    Application.Quit();

    // Unity [ ]
    EditorApplication.ExitPlaymode();
}

```

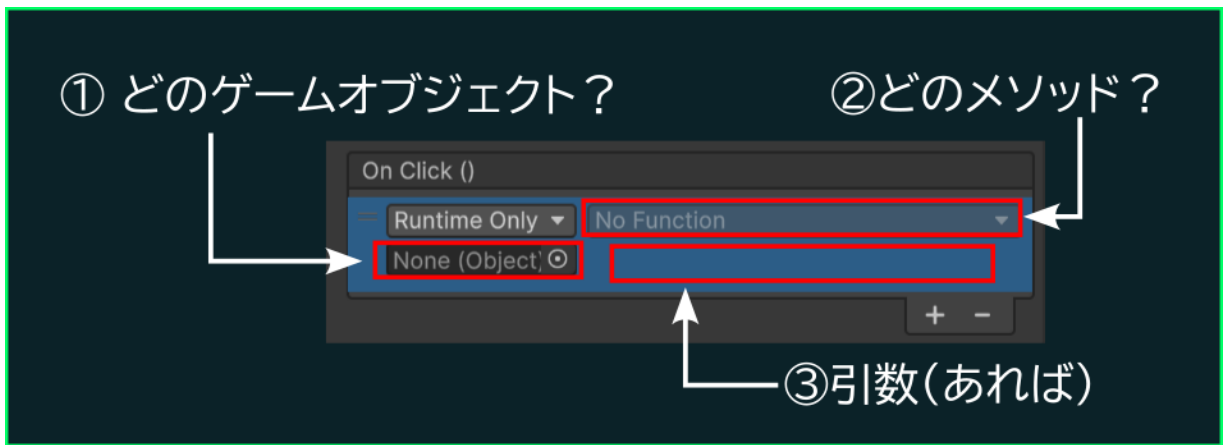
Button???

Button []

OnClick

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② []

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