

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

public class GameOver : MonoBehaviour
{
    public void Restart()
    {
        SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex);
        PlayerDeath.isDead = false;
    }

    public void QuitToMainMenu()
    {
        SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex - 1);
        PlayerDeath.isDead = false;
    }
}
```