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

public class GameManager : MonoBehaviour
{
    private int numberOfLives;
    private int score;
    public int currentLevel;
    public static GameManager control;
    private int lastLevel = 2;
    //as we add more levels, don't forget to increase this^^
    // Start is called before the first frame update
    void Start()
    {
        control = this;
        DontDestroyOnLoad(transform);
        numberOfLives = 5;
        score = 0;
        currentLevel = 1;
    }

    // Update is called once per frame
    void Update()
    {

    }

    //called whenever a player DIES
    public void ResetLevel()
    {
        if (PlayerOutOfLives())
        {
            EndGame();
        } else
        {
            numberOfLives--;
            SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex);
            //actually reset level
        }
    }

    public bool PlayerOutOfLives()
    {
        return numberOfLives == 0;
    }

    // this is where we do stuff such as "game over screen"
    public void EndGame()
    {
        SceneManager.LoadScene(1);
    }

    public int GetLives()
    {
        return numberOfLives;
    }

    public int GetScore()
```

```
    {
        return score;
    }

    public void KillBirb()
    {
        score += 200;
    }

    public int GetCurrentLevel()
    {
        return currentLevel;
    }

    public void ClearedLevel()
    {
        currentLevel++;
        Debug.Log(currentLevel);
        if (currentLevel > lastLevel)
        {
            SceneManager.LoadScene(2);
        } else
        {
            SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex +
1);
        }

    }

    public void RestartGame()
    {
        numberOfLives = 5;
        score = 0;
        currentLevel = 1;
    }

}
```