

The IntroSequencer handles the beginning introduction to an app. It subscribes and calls various starting events in a linear sequence. The IntroSequencer can be started automatically, via setting the bool shouldAutoStart to true in the inspector window. Alternatively, if you have a game manager that you would like to control it, it may be set to false and can be controlled by subscribing to the OnIntroSequenceComplete Callback and starting it via StartIntroSequencer().

Subscription Example:

```
void Start ()
{
    IntroSequencer.instance.OnIntroSequenceComplete += OnIntroDone;
    IntroSequencer.instance.StartIntroSequencer ();
}

void OnIntroDone()
{
    Debug.Log("Hello World");
}
```

When complete, the OnIntroSequenceComplete delegate will fire and allow progression from there.

The IntroSequencer component is simply a chained sequence of delegate calls between the SplashScreenManager, the TitleSequenceManager, the PermissionProcessor, and the TutorialManager. When one finishes, the next one is called to start.