Dev report: Target Data

Author: Kenneth Munk

Purpose: Simply scene switching to speed up the overall development process

Namespaces used:

* System.Collections
* System.Collections.Generic
* UnityEngine
* UnityEngine.SceneManagement

Data:

* Target scene – string – no default value

Notes:

* No start method or update method contents required.
* Throws a scene selection error when attempting to switch to non-existing scene (unity default)
* Updates the target scene with a public method
  + This is to allow for the later use of the GameObject.SendMessage(“Message”,Object) line