

```

using UnityEngine;
using UnityEngine.SceneManagement;
using System;
public class LevelManager : MonoBehaviour
{
    public PlayerController thePlayer;
    public string levelName; //dit is de levelname, bij het startscherm script zie je in de switchstatement bijvoorbeeld seaDead of seaVictory. Deze string is dan het eerste gedeelte dus sea, sewer of school
    private int counter;
    void Start()
    {
        thePlayer = FindObjectOfType<PlayerController>(); //vind de player
        counter = 0;
    }

    void Update()
    {
        if (thePlayer.getGameOver()) //als de player gameover is laad gameover scherm
        {
            counter++;
            Time.timeScale = 0;
            if (counter == 30) loadScene("Dead");
        }
        else if (thePlayer.getVictory())
        {
            counter++;
            if (counter == 110) loadScene("Victory");
        }
    }

    public void loadScene(string state)
    {
        Scenes.Load("StartScherm", levelName + state); //laad startscherm en sla de waarde op in scenes
    }
}

```

```

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

public static class Scenes
{
    private static string parameter; //De parameter die opgeslagen is

    public static void Load(string sceneName, string parameters)
    {
        Scenes.parameter = parameters; //sla de parameter op
        SceneManager.LoadScene(sceneName); //laad de nieuwe scene
    }

    public static string getParam() => parameters; //getter voor parameter

    public static void setParam(string param) => parameters = param; //setter voor de parameter
}

```

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class StartSchermScript : MonoBehaviour
{
    public GameObject start, schoolDead, schoolVictory, sewerDead, sewerVictory, seaDead, seaVictory;

    void Start()
    {
        var scenePar = Scenes.getParam();

        switch (scenePar) //kijk welke info in de static class opgeslagen is en laad met deze informatie de juiste prefab zodat de user het correcte canvas ziet
        {
            case "schoolDead":
                Instantiate(schoolDead);
                break;

            case "schoolVictory":
                Instantiate(schoolVictory);
                break;

            case "sewerDead":
                Instantiate(sewerDead);
                break;

            case "sewerVictory":
                Instantiate(sewerVictory);
                break;

            case "seaDead":
                Instantiate(seaDead);
                break;

            case "seaVictory":
                Instantiate(seaVictory);
                break;
            default:
                Instantiate(start);
                break;
        }
    }

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

```