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Virtual Reality Tours

SceneManager.cs

Code:

```
using UnityEngine;
```

```
using UnityEngine.SceneManagement;
```

```
public class SceneManager : MonoBehaviour
```

```
{
```

```
    // Updates the instruction text and loads destination scenes
```

```
    public void LoadDestination(int destinationIndex)
```

```
    {
```

```
        string[] destinationScenes = { "BeachScene", "MountainScene",  
"CityScene" };
```

```
        if (destinationIndex < destinationScenes.Length)
```

```
        {
```

```
            SceneManager.LoadScene(destinationScenes[destinationIndex]);
```

```
        }
```

```
    }}
```