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## Virtual Reality Tours

Code

BookingConfidenceManager.cs

```
using UnityEngine;
using UnityEngine.UI;

public class BookingConfidenceManager : MonoBehaviour
{
    [Header("UI Elements")]
    public Text destinationNameText;

    public Text descriptionText;

    public Text reviewsText;

    public Text ratingText;

    public GameObject bookingButton;

    [Header("Destination Data")]
    public string destinationName;
```

```csharp
public string description;

public string[] userReviews;

public float averageRating; // Out of 5.0


void Start()

{

    // Initialize the UI with destination details

    UpdateBookingConfidenceUI();

}


public void UpdateBookingConfidenceUI()

{

    // Update UI elements with destination data

    destinationNameText.text = $"Destination: {destinationName}";

    descriptionText.text = description;


    // Combine user reviews into a single string

    string reviewsCombined = string.Join("\n- ", userReviews);

    reviewsText.text = $"User Reviews:\n- {reviewsCombined}";


    // Display average rating
```

```csharp
        ratingText.text = $"Average Rating: {averageRating}/5.0";


        // Enable the booking button if the rating is above a threshold
        bookingButton.SetActive(averageRating >= 4.0);
    }


    public void OnBookingButtonClicked()
    {
        // Simulate booking confirmation
        Debug.Log($"Booking confirmed for: {destinationName}");
    }
}
```