

```
1 using UnityEngine;
2 using System.Collections;
3
4 public class ReturnToTitleScreen : MonoBehaviour
5 {
6     public bool levelBeat = false;
7     private PlayerMovement Player;
8     // Use this for initialization
9     void Start()
10    {
11
12    }
13
14    // Update is called once per frame
15    void Update()
16    {
17        checkESC();
18        ifGameWon();
19        skipToEnd();
20    }
21    private void checkESC()
22    {
23        GameObject door = GameObject.Find("woodenDoor");
24        DoorBehavior doorscript = door.GetComponent<DoorBehavior>();
25        if (Input.GetKey(KeyCode.Escape))
26        {
27            Application.LoadLevel(doorscript.titleScreen - 1); //Loads the
28                titlescreen that only has the levels the player has unlocked
29        }
30    }
31    private bool ifGameWon()
32    {
33        GameObject title = GameObject.Find("TitleScreen");
34        LevelComplete titlescript = title.GetComponent<LevelComplete>();
35        if (titlescript.titleScreen > 3) //Ensures the title screen doesn't move
36            past the 3rd one
37        {
38            titlescript.titleScreen = 3;
39            return true;
40        }
41        return false;
42    }
43    private void skipToEnd()
44    {
45        if (Input.GetKey(KeyCode.F12)) //This is a cheat. Press F12 to access all
46            levels
47        {
48            GameObject title = GameObject.Find("TitleScreen");
49            LevelComplete titlescript = title.GetComponent<LevelComplete>();
50            titlescript.titleScreen = 3;
51            Application.LoadLevel(titlescript.titleScreen);
52        }
53    }
54 }
```

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50     }  
51 }  
52
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