```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class CutsceneTransition : MonoBehaviour {
6      [SerializeField]
7      public int titlescene;
8      [SerializeField]
9      public int seconds;
10     // Use this for initialization
11     void Start () {
12         StartCoroutine(Delay());
13     }
14
15     // Update is called once per frame
16     void Update () {
17
18     }
19     IEnumerator Delay()
20     {
21         yield return new WaitForSeconds(seconds); //Wait before loading the next
              scene
22         Application.LoadLevel(titlescene); //Loads the title scene specified
23     }
24 }
25
```