Script to move from one scene to other by gazing

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

using UnityEngine.EventSystems;

public class time : MonoBehaviour, IPointerEnterHandler, IPointerExitHandler {

public float gazeTime = 2f;

private float timer = 0f;

private bool gazedAt = false;

// Use this for initialization

void Start () {

}

void Update(){

if (gazedAt)

{

timer += Time.deltaTime;

if (timer >= gazeTime)

{

SceneManager.LoadScene("OtherSceneName");

timer = 0f;

}

}

}

public void ss(string scenetochangeto)

{

gameObject.SetActive (true);

}

public void OnPointerEnter(PointerEventData eventData)

{

//Debug.Log("pointer enter");

gazedAt = true;

}

public void OnPointerExit(PointerEventData eventData)

{

//Debug.Log("pointer exit");

gazedAt = false;

}

}