

## Lander.cs

### Properties

**Private** sceneChanger : *SceneChanger*

Reference to the *SceneChanger* object in the scene.

**Serialized** landingScreenTime : *float*

Amount of time to be spend on landing screen.

### Lifecycle Methods

**Awake**

Finds reference to the *SceneChanger* object.

**Start**

Starts timer to change to next scene.

### Methods

**Private** LandScreenDelay

Parameters: None

Return: None

Coroutine to load the main menu after a period of time.

### Scene Settings

This class assume that there is a *SceneChanger* object in the scene.