# 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.