```csharp
using UnityEngine;
using System.Collections;
using System.Collections.Generic;
/*
* InitScene
*/

public class InitScene : MonoBehaviour {

#region Global Variables

    public List<CanvasGroup> Intro;
    private int Index = 0;
    public float WaitTime;
    private bool Skip = false;
    private bool m_Start = false;

#endregion


#region Standard Functions

    void Start()
    {
        StartCoroutine ("FadeIn", Index);
    }

    void Update()
    {
        if ((ButtonOneDown() && Index < Intro.Count - 1) || (Skip && Index < Intro.Count - 1))
        {
            Intro[Index].alpha = 0;
            Index++;
            Skip = false;
            StopCoroutine("FadeIn");
            StartCoroutine("FadeIn", Index);
        }

        else if((ButtonOneDown() && Index >= Intro.Count - 1) || m_Start)
        {
            Intro[Index].alpha = 0;
            StopCoroutine("FadeIn");
            StartCoroutine("StartLevel");
        }
    }

#endregion


#region Public Functions
```

```
    #endregion


    #region Private Functions


        private IEnumerator FadeIn(int i)
        {
            int CurrentIndex = Index;
            CanvasGroup c = Intro[CurrentIndex];

            yield return new WaitForSeconds (0.5f);

            while (c.alpha<1f && !Skip) {
                c.alpha+=.01f;
                yield return null;
            }
            if(!Skip)
                yield return new WaitForSeconds (WaitTime);
            while (c.alpha>0f && !Skip) {
                c.alpha-=.01f;
                yield return null;
            }

            Skip = true;

            if (Index >= Intro.Count - 1)
                m_Start = true;
        }

        private IEnumerator StartLevel()
        {
            yield return new WaitForSeconds (WaitTime);
            Application.LoadLevel (1);
        }

        private bool ButtonOneDown()
        {
            return (Input.GetButtonDown ("P1PlayStationMelee") || Input.GetButtonDown ("P1Xbox
Melee")
            || Input.GetButtonDown ("P1AltMelee") || Input.GetButtonDown ("P2PlayStationMelee")
            || Input.GetButtonDown ("P2XboxMelee") || Input.GetButtonDown ("P2AltMelee")
            || Input.GetKeyDown (KeyCode.Return) || Input.GetKeyDown (KeyCode.KeypadEnter));

        }

    #endregion


}
```