



## **COMSATS UNIVERSITY ISLAMABAD, ABBOTTABAD**

***Game development Lab mid Exam***

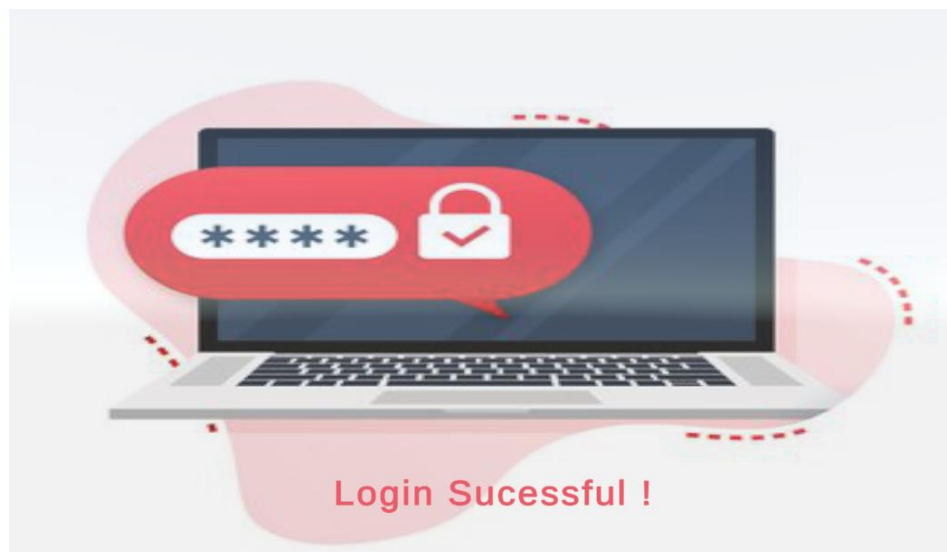
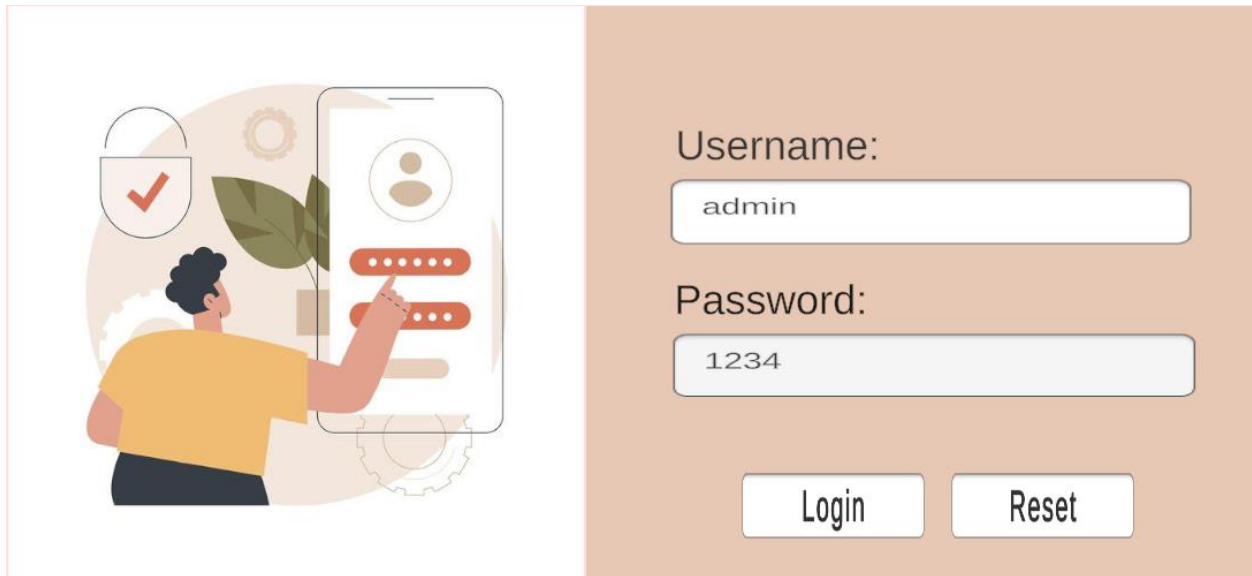
Login page

***Submitted by:***

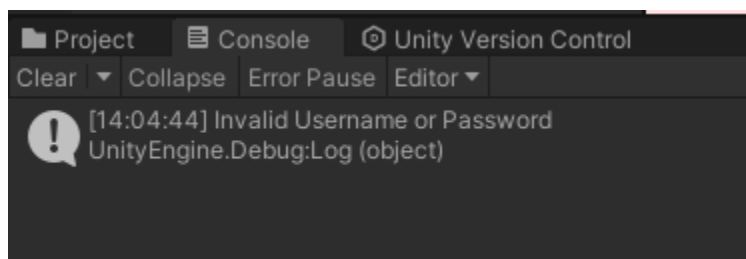
Laiba binte tahir FA23-BSE-019

***Submitted to:***

Sir Muhammad Ibtisam Gul



**On incorrect credentials:**



```
using UnityEngine;
using UnityEngine.SceneManagement;
using TMPro;
using UnityEngine.UI;

public class LoginManager : MonoBehaviour
{
    // Assign these in the Inspector
    public TMP_InputField usernameInput;
    public TMP_InputField passwordInput;
    public Button loginButton;
    public Button resetButton;
    private string correctUsername = "admin";
    private string correctPassword = "1234";

    void Start()
    {
        loginButton.onClick.AddListener(HandleLogin);
        resetButton.onClick.AddListener(HandleReset);
    }

    void HandleLogin()
    {
        string enteredUsername = usernameInput.text;
        string enteredPassword = passwordInput.text;
        if (enteredUsername == correctUsername && enteredPassword == correctPassword)
        {
            Debug.Log("Login Successful!");
            SceneManager.LoadScene(1); // Scene 1
        }
        else
        {

```

```
        Debug.Log("Invalid Username or Password");
    }
}
void HandleReset()
{
    usernameInput.text = "";
    passwordInput.text = "";
}
}
```