

```

using UnityEngine;
using System.Collections;
/*
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 */

public class CameraController : MonoBehaviour {

    public bool spinPhase = true;
    public Camera[] cameras;
    // Use this for initialization
    void Start () {

        cameraEnabler(cameras[0], true);
        cameraEnabler(cameras[1], false);
        cameraEnabler(cameras[2], false);

        StartCoroutine ("CameraSwitching");
    }

    IEnumerator CameraSwitching()
    {
        int cameraSelector = 1;
        while (spinPhase)
        {
            yield return new WaitForSeconds(3.0f);

            for (int i = 0; i < 3; i++){
                if (cameraSelector == i)
                    cameraEnabler(cameras[i],
true);
                else
                    cameraEnabler(cameras[i],
false);
            }
            if (++cameraSelector > 2)
                cameraSelector = 0;
        }
    }

    void cameraEnabler(Camera camera, bool enable)
    {
        if (enable){
            camera.enabled = true;
            camera.GetComponent<AudioListener>().enabled =
true;
        }
        else {
            camera.enabled = false;
            camera.GetComponent<AudioListener>().enabled =
false;
        }
    }
}

```