```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.UI;
5  using UnityEngine.SceneManagement;
6  public class Tutorial : MonoBehaviour
7  {
8      [SerializeField] protected Text tutorialText;
9      [SerializeField] protected Button nextButton;
10
11     [SerializeField] protected Button previousButton;
12     [SerializeField] protected Sprite sprite;
13
14     // counter to see which tutorial page is user on
15     protected int counter;
16     // Start is called before the first frame update
17     void Start()
18     {
19         previousButton.gameObject.SetActive(false);
20     }
21
22     public void OnClickNext() {
23         // Change the text of tutorial when clicked
24         if(counter == 0) {
25         tutorialText.text = "You can type in the destination location of the place
   you want to go and it will return a direction for you. \n Use Search Button to
   start a search for new place and use Tutorial button to view tutorial again.";
26         nextButton.GetComponentInChildren<Text>().text = "Start";
27         previousButton.gameObject.SetActive(true);
28         counter++;
29         }
30         else {
31             // after start of the game, this button should be deactivate
32             nextButton.gameObject.SetActive(false);
33             previousButton.gameObject.SetActive(false);
34             transit();
35         }
36
37     }
38
39     public void OnClickPrevious() {
40         // if counter is 0, then previous button should deactivated
41
42         // if the counter is 1, clicking on previous change text back to welcome
   text
43         if(counter == 1) {
44         tutorialText.text = "Welcome to King's College London.\nCongradulations on
   getting into one of the best Universities in the world.\nDon't worry, with this
   app, you will be able to find your way around campuses.\nThis tutorial is designed
   to help you use the app.";
45         nextButton.GetComponentInChildren<Text>().text = "Next";
46         previousButton.gameObject.SetActive(false);
47         counter--;
48         }
49     }
50
51     /*
52     This function is used to transit from tutorial
53     scene to the main scene.
54     */
```

```
55     public void transit() {
56         SceneManager.LoadScene(sceneName:"MainScene");
57     }
58
59 }
60
```