

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Cutscenes : MonoBehaviour
{
    public bool cutscene1Played = false;
    public GameObject PlayerCam;
    public GameObject cutscene1Cam;
    void Start(){
        PlayerCam.SetActive(true);
        cutscene1Cam.SetActive(false);
    }
    void OnTriggerEnter(Collider col){
        if(col.gameObject.name=="cutscene1"&&cutscene1Played==false){
            cutscene1Played = true;
            PlayerCam.SetActive(false);
            cutscene1Cam.SetActive(true);
            Invoke("SwitchToPlayerCam",10f);
        }
    }
    void SwitchToPlayerCam(){
        PlayerCam.SetActive(true);
        cutscene1Cam.SetActive(false);
    }
}
```