

## 1. AR Herbivora Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
public class ARherbivora : MonoBehaviour
{
    public GameObject capung;
    public GameObject gajah;
    public GameObject jerapah;
    public GameObject kelinci;
    public GameObject kuda;

    // Start is called before the first frame update
    void Start()
    {
        capung.SetActive(false);
        gajah.SetActive(false);
        jerapah.SetActive(false);
        kelinci.SetActive(false);
        kuda.SetActive(false);
    }

    public void capungButtonClick()
    {
        capung.SetActive(true);
        gajah.SetActive(false);
        jerapah.SetActive(false);
        kelinci.SetActive(false);
        kuda.SetActive(false);
    }
    public void gajahButtonClick()
    {
        capung.SetActive(false);
        gajah.SetActive(true);
        jerapah.SetActive(false);
        kelinci.SetActive(false);
        kuda.SetActive(false);
    }
    public void jerapahButtonClick()
    {
        capung.SetActive(false);
        gajah.SetActive(false);
        jerapah.SetActive(true);
        kelinci.SetActive(false);
        kuda.SetActive(false);
    }
    public void kelinciButtonClick()
    {
        capung.SetActive(false);
```

```
        gajah.SetActive(false);
        jerapah.SetActive(false);
        kelinci.SetActive(true);
        kuda.SetActive(false);
    }
    public void kudaButtonClick()
    {
        capung.SetActive(false);
        gajah.SetActive(false);
        jerapah.SetActive(false);
        kelinci.SetActive(false);
        kuda.SetActive(true);
    }
    public void backToHomeButtonClick()
    {
        Application.LoadLevel("MainMenu");
    }
}
```

## 2. AR Karnivora Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
public class ARkarnivoraScript : MonoBehaviour
{
    public GameObject anjing;
    public GameObject anjingLaut;
    public GameObject buaya;
    public GameObject elang;
    public GameObject lumbaLumba;

    // Start is called before the first frame update
    void Start()
    {
        anjing.SetActive(false);
        anjingLaut.SetActive(false);
        buaya.SetActive(false);
        elang.SetActive(false);
        lumbaLumba.SetActive(false);
    }

    public void anjingButtonClick()
    {
        anjing.SetActive(true);
        anjingLaut.SetActive(false);
        buaya.SetActive(false);
        elang.SetActive(false);
        lumbaLumba.SetActive(false);
    }
    public void anjingLautButtonClick()
    {
        anjing.SetActive(false);
        anjingLaut.SetActive(true);
        buaya.SetActive(false);
        elang.SetActive(false);
        lumbaLumba.SetActive(false);
    }
    public void buayaButtonClick()
    {
        anjing.SetActive(false);
        anjingLaut.SetActive(false);
        buaya.SetActive(true);
        elang.SetActive(false);
        lumbaLumba.SetActive(false);
    }
    public void elangButtonClick()
    {
        anjing.SetActive(false);
```

```

        anjingLaut.SetActive(false);
        buaya.SetActive(false);
        elang.SetActive(true);
        lumbaLumba.SetActive(false);
    }
    public void lumbaLumbaButtonClick()
    {
        anjing.SetActive(false);
        anjingLaut.SetActive(false);
        buaya.SetActive(false);
        elang.SetActive(false);
        lumbaLumba.SetActive(true);
    }
    public void backToHomeButtonClick()
    {
        Application.LoadLevel("MainMenu");
    }
}

```

### 3. AR omnivore Script

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
public class ARkarnivoraScript : MonoBehaviour
{
    public GameObject anjing;
    public GameObject anjingLaut;
    public GameObject buaya;
    public GameObject elang;
    public GameObject lumbaLumba;

    // Start is called before the first frame update
    void Start()
    {
        anjing.SetActive(false);
        anjingLaut.SetActive(false);
        buaya.SetActive(false);
        elang.SetActive(false);
        lumbaLumba.SetActive(false);
    }

    public void anjingButtonClick()
    {
        anjing.SetActive(true);
        anjingLaut.SetActive(false);
        buaya.SetActive(false);
        elang.SetActive(false);
    }
}

```

```
        lumbaLumba.SetActive(false);
    }
    public void anjingLautButtonClick()
    {
        anjing.SetActive(false);
        anjingLaut.SetActive(true);
        buaya.SetActive(false);
        elang.SetActive(false);
        lumbaLumba.SetActive(false);
    }
    public void buayaButtonClick()
    {
        anjing.SetActive(false);
        anjingLaut.SetActive(false);
        buaya.SetActive(true);
        elang.SetActive(false);
        lumbaLumba.SetActive(false);
    }
    public void elangButtonClick()
    {
        anjing.SetActive(false);
        anjingLaut.SetActive(false);
        buaya.SetActive(false);
        elang.SetActive(true);
        lumbaLumba.SetActive(false);
    }
    public void lumbaLumbaButtonClick()
    {
        anjing.SetActive(false);
        anjingLaut.SetActive(false);
        buaya.SetActive(false);
        elang.SetActive(false);
        lumbaLumba.SetActive(true);
    }
    public void backToHomeButtonClick()
    {
        Application.LoadLevel("MainMenu");
    }
}
```

#### 4. Loading Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
public class LoadingScript : MonoBehaviour
{
    public Transform LoadingBar;

    [SerializeField] private float currentAmount;
    [SerializeField] private float speed;

    // Update is called once per frame
    void Update()
    {
        if (currentAmount < 100)
        {
            currentAmount += speed * Time.deltaTime;
            Debug.Log((int)currentAmount);
        }
        else
        {
            Application.LoadLevel("MainMenu");
        }

        LoadingBar.GetComponent<Image>().fillAmount = currentAmount / 100;
    }
}
```

#### 5. Menu manager script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;
public class menuManagerScript : MonoBehaviour
{
    public GameObject menuPanel;
    public GameObject menuHewanPanel;
    public GameObject aboutPanel;
    public GameObject guide1Panel;
    public GameObject guide2Panel;
    public GameObject guide3Panel;

    // Start is called before the first frame update
    void Start()
    {
```

```
        menuPanel.SetActive(true);
        menuHewanPanel.SetActive(false);
        aboutPanel.SetActive(false);
        guide1Panel.SetActive(false);
        guide2Panel.SetActive(false);
        guide3Panel.SetActive(false);
    }

    public void startButtonClick()
    {
        menuPanel.SetActive(false);
        menuHewanPanel.SetActive(true);
        aboutPanel.SetActive(false);
        guide1Panel.SetActive(false);
        guide2Panel.SetActive(false);
        guide3Panel.SetActive(false);
    }
    public void aboutButtonClick()
    {
        menuPanel.SetActive(false);
        menuHewanPanel.SetActive(false);
        aboutPanel.SetActive(true);
        guide1Panel.SetActive(false);
        guide2Panel.SetActive(false);
        guide3Panel.SetActive(false);
    }
    public void guideButtonClick()
    {
        menuPanel.SetActive(false);
        menuHewanPanel.SetActive(false);
        aboutPanel.SetActive(false);
        guide1Panel.SetActive(true);
        guide2Panel.SetActive(false);
        guide3Panel.SetActive(false);
    }
    public void backButtonClick()
    {
        menuPanel.SetActive(true);
        menuHewanPanel.SetActive(false);
        aboutPanel.SetActive(false);
        guide1Panel.SetActive(false);
        guide2Panel.SetActive(false);
        guide3Panel.SetActive(false);
    }
    public void nextGuide1ButtonClick()
    {
        menuPanel.SetActive(false);
        menuHewanPanel.SetActive(false);
        aboutPanel.SetActive(false);
        guide1Panel.SetActive(false);
        guide2Panel.SetActive(true);
        guide3Panel.SetActive(false);
    }
}
```

```

public void nextGuide2ButtonClick()
{
    menuPanel.SetActive(false);
    menuHewanPanel.SetActive(false);
    aboutPanel.SetActive(false);
    guide1Panel.SetActive(false);
    guide2Panel.SetActive(false);
    guide3Panel.SetActive(true);
}
public void backGuide2ButtonClick()
{
    menuPanel.SetActive(false);
    menuHewanPanel.SetActive(false);
    aboutPanel.SetActive(false);
    guide1Panel.SetActive(true);
    guide2Panel.SetActive(false);
    guide3Panel.SetActive(false);
}
public void backGuide3ButtonClick()
{
    menuPanel.SetActive(false);
    menuHewanPanel.SetActive(false);
    aboutPanel.SetActive(false);
    guide1Panel.SetActive(false);
    guide2Panel.SetActive(true);
    guide3Panel.SetActive(false);
}
public void exitButtonClick()
{
    Application.Quit();
    Debug.Log("Tombol keluar telah di tekan!!");
}
public void karnivoraButtonClick()
{
    Application.LoadLevel("ARKarnivora");
}
public void herbivoraButtonClick()
{
    Application.LoadLevel("ARherbivora");
}
public void omnivoraButtonClick()
{
    Application.LoadLevel("ARomnivora");
}
public void downloadButtonClick()
{
    Application.OpenURL("http://www.mediafire.com/view/zggt7sadacj894/Marker+AR+k
lasifikasi+hewan.jpg/file");
}
}

```



