1	Dogs are spawning at the top of the screen	Make the balls spawn from the top of the screen	Click on the Spawn Manager object and look at the "Ball Prefabs" array
2	The player is spawning green balls instead of dogs	Make the player spawn dogs	Click on the Player object and look at the "Dog Prefab" variable
3	The balls are destroyed if anywhere near the dog	The balls should only be destroyed when coming into direct contact with a dog	Check out the box collider on the dog prefab
4	Nothing is being destroyed off screen	Balls should be destroyed when they leave the bottom of the screen and dogs should be destroyed when they leave the left side of the screen	In the DestroyOutOfBounds script, double-check the lowerLimit and leftLimit variables, the greater than vs less than signs, and which position (x,y,z) is being tested
5	Only one type of ball is being spawned	Ball 1, 2, and 3 should be spawned randomly	In the SpawnRandomBall() method, you should declare a new random *int index* variable, then incorporate that

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1	Dogs are spawning at the top of the screen	Make the balls spawn from the top of the screen	Click on the Spawn Manager object and look at the "Ball Prefabs" array
2	The player is spawning green balls instead of dogs	Make the player spawn dogs	Click on the Player object and look at the "Dog Prefab" variable
3	The balls are destroyed if anywhere near the dog	The balls should only be destroyed when coming into direct contact with a dog	Check out the box collider on the dog prefab
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5	Only one type of ball is being spawned	Ball 1, 2, and 3 should be spawned randomly	In the SpawnRandomBall() method, you should declare a new random int index variable, then incorporate that

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

// Script de Unity (4 referencias de recurso) | 0 referencias
public class DestroyOutOfBoundsX : MonoBehaviour
{
    private float leftLimit = -30;
    private float bottomLimit = -5;

    // Update is called once per frame
    void Update()
    {
        // Destroy dogs if x position less than left limit
        if (transform.position.x < leftLimit)
        {
            Destroy(gameObject);
        }
        // Destroy balls if y position is less than bottomLimit
        else if (transform.position.y < bottomLimit)
        {
            Destroy(gameObject);
        }
    }
}
```

dogs

3	The balls are destroyed if anywhere near the dog	The balls should only be destroyed when coming into direct contact with a dog	Check out the box collider on the dog prefab
4	Nothing is being destroyed off screen	Balls should be destroyed when they leave the bottom of the screen and dogs should be destroyed when they leave the left side of the screen	In the DestroyOutOfBounds script, double-check the lowerLimit and leftLimit variables, the greater than vs less than signs, and which position (x,y,z) is being tested
5	Only one type of ball is being spawned	Ball 1, 2, and 3 should be spawned randomly	In the SpawnRandomBall() method, you should declare a new random *int index* variable, then incorporate that variable into the Instantiate call

Bonus Challenge   **Task**   **Hint**

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

// Script de Unity (1 referencia de recurso) | 0 referencias
public class SpawnManagerX : MonoBehaviour
{
    public GameObject[] ballPrefabs;

    private float spawnLimitXLeft = -22;
    private float spawnLimitXRight = 7;
    private float spawnPosY = 30;

    private float startDelay = 1.0f;
    private float spawnInterval = 4.0f;

    // Start is called before the first frame update
    void Start()
    {
        SpawnRandomBall();
    }

    // Spawn random ball at random x position at top of play area
    void SpawnRandomBall ()
    {
        // Generate random ball index and random spawn position
        Vector3 spawnPos = new Vector3(Random.Range(spawnLimitXLeft, spawnLimitXRight), spawnPosY, 0);

        // instantiate ball at random spawn location
        int ballNumber = Random.Range(0, ballPrefabs.Length);
        Instantiate(ballPrefabs[ballNumber], spawnPos, ballPrefabs[ballNumber].transform.rotation);
        Invoke("SpawnRandomBall", Random.Range(3f, 5f));
    }
}
```

variable into the Instantiate call

Bonus Challenge   **Task**   **Hint**

X	The spawn interval is always the same	Make the spawn interval a random value between 3 seconds and 5 seconds	Set the spawnInterval value to a new random number between 3 and 5 seconds in the SpawnRandomBall method
Y	The player can "spam" the spacebar key	Only allow the player to spawn a new dog after a certain amount of time has passed	Search for Time.time in the Unity Scripting API and look at the example. And don't worry if you can't figure it out - this is a *very difficult* challenge.

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

// Script de Unity (1 referencia de recurso) | 0 referencias
public class PlayerControllerX : MonoBehaviour
{
    public GameObject dogPrefab;
    private float cooldown = 1;

    // Update is called once per frame
    void Update()
    {
        // On spacebar press, send dog
        if (Input.GetKeyDown(KeyCode.Space) && cooldown <= 0)
        {
            Instantiate(dogPrefab, transform.position, dogPrefab.transform.rotation
            cooldown = 1;
        }
        cooldown -= Time.deltaTime;
    }
}
```

Bienvenido, Alan Manuel Mendoza Arredondo

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Bonus Challenge

	Bonus Challenge	Task	Hint
X	The spawn interval is always the same	Make the spawn interval a random value between 3 seconds and 5 seconds	Set the spawnInterval value to a new random number between 3 and 5 seconds in the SpawnRandomBall method
Y	The player can "spam" the spacebar key	Only allow the player to spawn a new dog after a certain amount of time has passed	Search for Time.time in the Unity Scripting API and look at the example. And don't worry if you can't figure it out - this is a very difficult challenge.