

```
using UnityEngine;

public class Spawner : MonoBehaviour
{
    public GameObject enemy1;
    public GameObject enemy2;

    public Transform[] SpawnPoints;

    private GameObject currentEnemy;

    void Update()
    {
        if (currentEnemy == null)
        {
            int tipo = Random.Range(1, 3);

            if (tipo == 1)
            {
                int ponto = Random.Range(0, 4);

                currentEnemy = Instantiate(
                    enemy1,
                    SpawnPoints[ponto].position,
                    SpawnPoints[ponto].rotation
                );

                ponto = Random.Range(4, 8);

                currentEnemy = Instantiate(
                    enemy2,
                    SpawnPoints[ponto].position,
                    SpawnPoints[ponto].rotation
                );
            }
        }
    }
}
```

