Before:

if ((i - states.Count) % 2 == 0){

float value = -((states.Count - (states.Count - i) % 2)) / (float)states.Count;

values.Add(value);

}else{

float value = ((states.Count - (states.Count - i) % 2)) / (float)states.Count;

values.Add(value);

}

After:

if ((i - states.Count) % 2 == 0){

values.Add(-((states.Count - (states.Count - i) % 2)) / (float)states.Count);

}else{

values.Add(((states.Count - (states.Count - i) % 2)) / (float)states.Count);

}

Change: Limited variable scope.

Reason: value was only needed for one purpose, and only that purpose, it was unnecessary to store it in the first place.