Vector3 pos = new Vector3(i \* 16 - 190 , 2.5f, 2f);

GameObject house = Instantiate(housePrefab, pos, Quaternion.identity);

house.name = "House" + i;

House\_Controller houseScript = house.AddComponent(typeof(House\_Controller)) as House\_Controller;

int rand = Mathf.RoundToInt(Random.value \* (playerSpawned ? houseSprites.Count - 1 : houseSprites.Count));

Debug.Log((Sprite) houseSprites[rand]);

Debug.Log((Sprite) houseSprites[rand] == null);

houseScript.SetHouseSprite((Sprite) houseSprites[rand]);

if(rand == intSpriteIndex)

{

houseSprites.RemoveAt(rand);

playerSpawned = true;

}

house.transform.localScale += (scaleAdd);