**Spawner Script**

Variables:

~~GameObject ActiveRows<>~~

~~GameObject InactiveBiomeRows[] - one for each biome~~

~~String currentBiome~~

~~Int remainingBiome~~

Functions:

~~ChoseBiome(){int biomeSelector; int MaxBiome[4];}~~

SpawnRow()

- Increments the player score

- calls SpawnNode()

- Use existing rows

ClearExtras() - clears the extra inactive rows, Coroutine ***currently done in the move function***

~~SpawnStartingMap()~~

**Row Script**

Variables:

~~Int RowVal~~

Script NodeHandler

~~GameObject nodeArray[]~~

~~String BiomeType~~

~~Bool IsHazard~~

GameObject HazardArray[]

Functions:

~~SpawnNode(Type Biome, int Pos, bool isHazard)~~

Move() *Currently in Spawner Script*

SetActive() *Currently in Spawner Script*

**Node Script**

Variables:

GameObject NodeObject

Int Pos

Group Spawnables[]

GameObject ChildObject

Functions:

SpawnObject(Group Object)

**Player Script**