**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 SpawnHazard() in row script otherwise calls SpawnNormal()

ClearExtras() - clears the extra inactive rows, Coroutine

SpawnStartingMap()

**Row Script**

Variables:

Int RowVal

Script NodeHandler

GameObject nodeArray[]

String BiomeType

Bool IsHazard

GameObject HazardArray[]

Functions:

SpawnHazard()

SpawnNormal()

SpawnNode(Type Biome, int Pos)

Move()

SetActive()

**Node Script**

Variables:

GameObject NodeObject

Int Pos

Group Spawnables[]

GameObject ChildObject

Functions:

SpawnObject(Group Object)

**Player Script**