# Random Map Guide

This document explains several examples of how to use the randomizer for a map and in included fog system for you to be unable to see underneath the fog until you move over it.

## Behaviors

* Objects
* Rand

Objects

This is the name of the objects in the array that you want to randomly spawn inside of the scene, for this function to work you need to select the prefabs inside the editor and add them to the list, this function can be renamed into anything

Intended use: name of the objects in the array.

### Rand

Rand is the name given to the array of objects, the range is set to random but if you wanted specific set of items to appear the random would have to be removed, this can be given any desired name

Intended use: random value for the array.

## Example Scenes

The Example folder contains a Unity scene set up for testing the behaviors in this package.

* RandomMap

RandomMap

This test shows the map work in action, it takes another script made which was the movement script, for this scene to work I made some prephabs which are in the prephabs folder, these prephabs have been put inside an array and set to spawn on random points throughout the map.

To get the points to work I used empty game objects, these work as a placeholder for where the map will be.

Now for the fog, attached inside the move script there is a on trigger enter which removes the fog, in reality it is the same script but it instead instantiates a object which is labeled fog, this is an example of what you can do with this.

In addition to that when ever you restart the scene the floor is always going to be different.