Pattern Shuffle Documentation

There are 3 variable that I set at the beginning, they are: A sprite index array where I can store the sprite to a to a corresponding number starting from 0 in the Unity Editor, a gameObject array that has the pre spawned objects in the scene with the sprite renderer we are going to change and an integer array that we will use as an index to store the sprite number value.

When the script starts the index variable is given a new private int array that isnt set in the unity editor which is 0-16.

When you click the shuffle button it runs 2 methods. Firstly, it runs ShuffleIndex which uses a for loop to repeat the following code 100 times which means it’s shuffled 100 times. 2 ints called r1 and r2 are set up using a random range to genereate a their values between 0-16. An int called temp is then set up and its value is set as the index value which has now had its value set to r1. Index is then set to the value r2. Index is then set to the original value of r1 that was stored in the temp variable putting it back to its original value.

After it is the shuffle method has shuffled once then the createGame method is used where a for method counts up through all 16 gameobjects and sets their sprite indexs to the new index value which makes each one have a different shape everytime.