Pattern Shuffle Task

For this task, I was able to create a build which has a shuffle button that can randomly shuffle shapes and the user is also able to pick how many components they want in the shuffled list (in the inspector).

Every time the shuffle button is pressed, the components that come up are removed after a few second delay so that they do not merge with the next button press (this was because I was unable to figure out an easier solution).

I was also unable to make a code which detects repetition related to the shuffled pieces and possible errors.