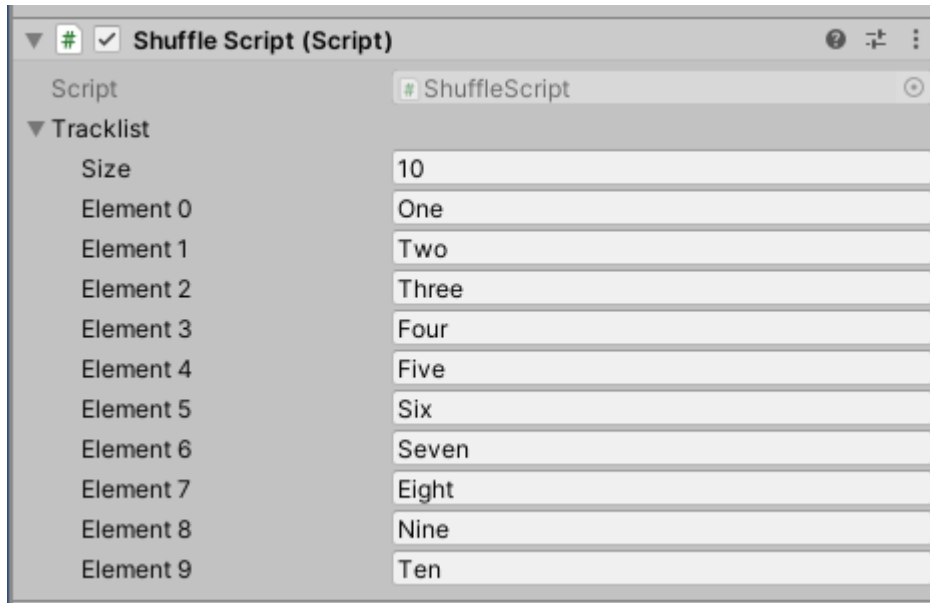


# Shuffle

The first step is to add the 'ShuffleScript.cs' script to either any GameObject or an empty GameObject. This has a variable called 'Tracklist'. This variable is where you add all of the strings you would like to shuffle. You can add any amount you would like.



When you would like a shuffled version of these strings, you can call the 'ShuffleScript.Shuffle()' function. This will return a list of strings, all in a random order.

When you re-shuffle the list, the first item of the new list will not be the same as the last item from the first list.