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| --- | --- | --- | --- |
| Req ID | Req Name | Descr | Priority |
| 1 | NFT Design | Developer must create the NFT Images | High |
| 2 | Shuffler | Developer could create the NFT randomizer app | Medium |
| 3 | Game | Developer should create the 2D unity game | High |
| 4 | Smart contract | Developer has to establish the NFT ownership | Medium |
| 5 | Game NFT authenticator | Developer must establish the NFT ownership through the game | Low |
|  |  |  |  |
|  |  |  |  |

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class AstroidSpawner : MonoBehaviour

{

public Transform[] spawnLocations;

public Astroid astroid;

private float rndTimer = 5;

// Start is called before the first frame update

void Start()

{

}

// Update is called once per frame

void Update()

{

FixTime();

if (rndTimer <= 0)

{

int randLocation = Random.Range(0, spawnLocations.Length);

Instantiate(astroid, spawnLocations[randLocation].position, transform.rotation);

RandomizeTimer();

}

}

private void FixTime()

{

rndTimer = rndTimer -0.0016f;

}

private void RandomizeTimer()

{

Debug.Log("randomizing");

rndTimer = Random.Range(6, 10);

}

}