# Prefabricator - Unity

## Instructions

1. Create an empty gameobject.
2. Assign the "Prefab Collection" component to the empty gameobject.
3. Input the amount of prefabs you'd like it to choose from in the size options.
4. Assign the prefabs and their weights.
5. Press 'Randomize' // It'll automatically randomize everytime when you press the play button.