using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class GameManager : MonoBehaviour

{

public GameObject[] Pokemon;

public bool isRising = false;

public bool isFalling = false;

public int activePokemonIndex = 0;

// Start is called before the first frame update

void Start()

{

}

// Update is called once per frame

void Update()

{

}

public void picknewPokemon[,]

{

isRising = true;

isFaling = false;

activePokemonIndex = UnityEngine.Random.Range(0,pokemon.Length);

GameObject activePokemon = Pokemon[activePokemonIndex];

}

}