```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class GeneratePhase : MonoBehaviour
6  {
7      // List of available attack types to choose from (allows for easy addition
           of new attacks)
8      public List<string> attackTypes = new List<string>{"square",
           "horizontal"};
9
10     // How often do you unlock a new attack type that can be randomly chosen
           from the attack types list
11     public int scoreIncrementUnlock = 5;
12
13
14     public string RandomStringFromList(List<string> stringList) {
15
16         // Return string list with a random index (putting this in its own
               function allows for shorter lines)
17         return stringList[Random.Range(0, stringList.Count)];
18     }
19
20
21     public List<string> GenerateNewPhase(int score, int phaseLength) {
22
23         // Stores the unlocked attack types that can be randomly chosen from
24         List<string> availableAttackTypes = new List<string>();
25
26         // Stores what will be outputted as the next phase
27         List<string> nextPhase = new List<string>();
28
29         // For every attack type...
30         for (int i = 0; i < attackTypes.Count; i++) {
31
32             // If the player has a high enough score to unlock the attack
33             if (score >= i*scoreIncrementUnlock) {
34
35                 // Add the attack to available attacks
36                 availableAttackTypes.Add(attackTypes[i]);
37             }
38         }
39
40         // Repeat for every attack in phase length
41         for (int i = 0; i < phaseLength; i++) {
42
43             // Pick a random attack from available attack types
44             nextPhase.Add(RandomStringFromList(availableAttackTypes));
45         }
```

```
46
47          return nextPhase;
48      }
49  }
50
```