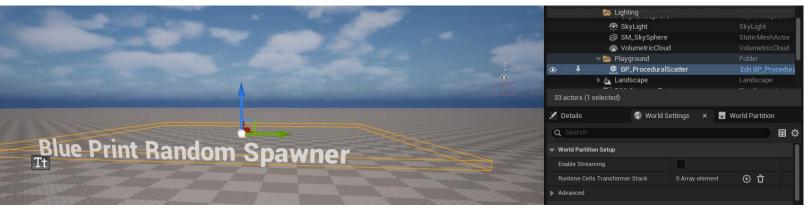
Assignment 4.B

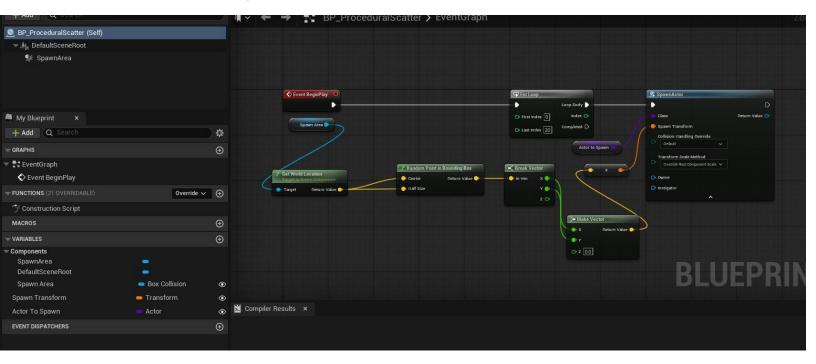
Part 2.1 ~ Blueprint Random Spawning.



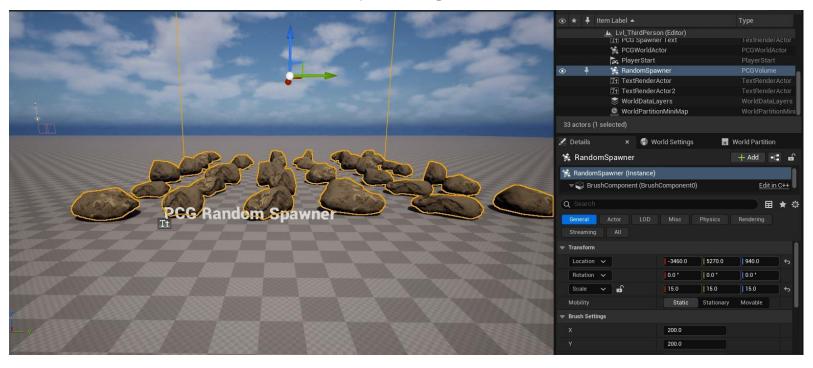
Part 2.2



Part 2.3 ~ Blueprint Code



Part 4.1 ~ PCG Random Spawning



Part 4.2 ~ PCG Code

