Random Spawnable Objects By Level

Spawning Enemies Concepts

Enemy Spawning Example

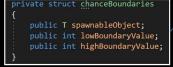
Catacombs Large Room 1

Level 1		Level 2		Level 3	
Enemy	Ratio	Enemy	Ratio	Enemy	Ratio
0.0		60	5		5
	10	430			6
and the same		60	5		6
3366L		400			3
(0.0)	10	(0.0)	5		3
The absolute value of the rat	ion denomit matter itie	3346			3
The absolute value of the ratios doesn't matter, it's their value relative to the other enemy ratio values that's important (a ratio of 1:1 is the same as 10:10)		***************************************	5		6

Spawning Enemies Concepts

Generic Spawnable Objects By Level

List<chanceBoundaries> chanceBoundariesList



00	int lowBoundaryValue	0	int highBoundaryValue	4
	int lowBoundaryValue	5	int highBoundaryValue	10
	int lowBoundaryValue	11	int highBoundaryValue	16
100	int lowBoundaryValue	17	int highBoundaryValue	19
****	int lowBoundaryValue	20	int highBoundaryValue	22
***	int lowBoundaryValue	23	int highBoundaryValue	25
	int lowBoundaryValue	26	int highBoundaryValue	31
	W	int lowBoundaryValue int lowBoundaryValue int lowBoundaryValue int lowBoundaryValue int lowBoundaryValue	int lowBoundaryValue 5 int lowBoundaryValue 11 int lowBoundaryValue 20 int lowBoundaryValue 20	int lowBoundaryValue int lowBoundaryValue

Spawning Enemies Concepts

Generic Spawnable Objects By Level

List<chanceBoundaries> chanceBoundariesList



ratioValueTotal = 32

int lookUpValue = Random.Range(0, ratioValueTotal);

So the lookUpValue will be a random value between 0 and 31. This is then used to retrieve the item from the list whose range includes the lookUpValue.