Unity RPG- How to Create a Random Loot Table in Unity C#

1. Create three loot items into picture. Use this table and script for using loot, with the percentage assigned on item a, b, and c. These numbers in the table can be modified for higher numbers to add lists of items. Create this script in assets under Scripts, call it RandomLoot.

using UnityEngine;

public class RandomLoot : MonoBehaviour

{

public List<GameObject> lights;

public int[] table =

{

60, //sword a

30, //sword b

10, // sword c

};

public int total;

public int randomNumber;

Private void Start()

{

//tally the total weight

//draw a random number between 0 and and the total weight (100).

foreach(var item in table)

{

total += item;

}

randomNumber = Random.Range(0, total);

for(int I = 0; I < table.Length; i++)

{

If(randomNumber <- table[i])

{

lights[i].SetActive(true);

return;

}

else

{

randomNumber -= table[i];

}

}

1. Assign the “list” in the inspector to the three game objects, at the middle of the right side of the screen the inspector is located. Don’t forget to set visible, and save when acquiring an item via adding to an “item script”.