

# Assignment 4: fishing - Random & Arrays

Types of fish

Path Array:	- Clam.png	- Shark.png
	- Crab.png	- Shrimp.png
Directory: Assets	- Marlin.png	- Seahorse.png
folder	- Salmon.png	- Sunfish.png
	- Seahorse.png	- Wahoo.png

Array consisting of  
png files from  
local  
path

Amount of  
textures  
→

Array for textures: - Value Type = int

Amount Stored: [10]

number = Random Integer (0, 9) ← Random  
for

for (int i = 0; i < 10; i++) ← for  
loop

{  
texture[i] = Graphics.LoadTexture(Array[i])  
}

Adding value  
of both arrays  
to make

Pixel Paper - 200 x 200  
Graph Paper for Screen Coordinates