

WHAT IS THE BOSS_SPAWNER PREFAB?

This prefab lets you easily stress test an gameobject in your scene.

FEATURES?-----

- Spawn any object that you want once you reference it in the inspector.
- Allows you to change the frequency of the spawning using a time interval that you can set in the inpsector

FUNCTIONS/SCRIPTS/HOW TO
USE?-----

- Has 1 script that just creates a new instance of an object
- Should be straightforward and hard to mess up

TROUBLESHOOTING
TIPS?-----

- Make sure everything is referenced in the inspector if you are getting Null Reference Errors