**Spawn Wall Object Prefab**

* This prefab has a very simple purpose. To take an array of objects, whether they are level object, enemies, npc’s, weapons, or any other Unity game object you can think of and randomly select an object to spawn from that array.
* Objects simply need to be added in the inspector to the Objects array.
* Once this prefab is placed in the game world, upon start up, a random object from the Objects array will spawn in its place.
* When an object is spawned it is placed as a child of the parent object in the hierarchy.

**Import to Unity**

* Download the prefab from <https://assetstore.unity.com/>
* Start up project in Unity
* Right click on the projects tab and select import new asset
* Navigate to the downloads folder and select the prefab
* Unity should now have the prefab loaded into your project tab

**How to use**

* Place the desired GameObjects in the Objects array in the inspector
* Place the SpawnWallObject prefab in the scene
* Play the game and watch as a random object from the array instantiates
* Any Game Object may be used in the objects array
* This allows the prefab to be used in any instance where a random selection of objects is required.