# Random Animal Stampede

## Overview:

Our animal prefabs walk across the screen and get destroyed out of bounds, but they don’t actually appear in the game unless we drag them in! In this lesson we will allow the animals to spawn on their own, in a random location at the top of the screen. In order to do so, we will create a new object and a new script to manage the entire spawning process.

## Project Outcome:

When the user presses the S key, a randomly selected animal will spawn at a random position at the top of the screen, walking towards the player.

By the end of this lesson, you will be able to:

* Create an empty object with a script attached
* Use arrays to create an accessible list of objects or values
* Use integer variables to determine an array index
* Randomly generate values with Random.Range in order to randomize objects in arrays and spawn positions
* Change the camera’s perspective to better suit your game

[Unity Video Series](https://learn.unity.com/tutorial/lesson-2-3-random-animal-stampede?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cdcc312edbc2a24a41671e6)

[Written Instructions](https://drive.google.com/file/d/1LiJ90izvlR8C3OU857AiQo42R2h1ykfF/view?usp=sharing)