

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class CarSpawning : MonoBehaviour
6 {
7     public GameObject SportsCar1;
8     public GameObject SportsCar2;
9     public Transform SpawnPoint;
10
11     // Start is called before the first frame update
12     void Start()
13     {
14         if(SaveScript.SportsCarID == 2)
15         {
16             Instantiate(SportsCar1, SpawnPoint.position, SpawnPoint.rotation);
17         }
18         if (SaveScript.SportsCarID == 3)
19         {
20             Instantiate(SportsCar2, SpawnPoint.position, SpawnPoint.rotation);
21         }
22     }
23 }
24
25
```