using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class playerLoader : MonoBehaviour

{

bool done = false;

public List<GameObject> Player;

// Start is called before the first frame update

void Start()

{

Player = new List<GameObject>(Resources.LoadAll<GameObject>("DebugTiles"));

}

// Update is called once per frame

void Update()

{

if (Time.time > 3 && !done)

{

Instantiate(Player[2], new Vector3(250, 0, 150), Quaternion.identity);

done = true;

}

}

}