

Grid

```
using UnityEngine;

public class GRID : MonoBehaviour
{
    public GameObject squarePrefab;
    public int gridWidth = 5;
    public int gridHeight = 5;
    public float padding = 1.3f;

    void Start()
    {
        for (int x = 0; x < gridWidth; x++)
            for (int y = 0; y < gridHeight; y++)
                Instantiate(squarePrefab, new Vector2(x * padding, y *
padding), Quaternion.identity, transform);
    }
}
```

Color

```
using UnityEngine;
using System.Collections.Generic;

public class Color1 : MonoBehaviour
{
    public List<Color> colors;
    int i;

    void Update() => GetComponent<SpriteRenderer>().color = colors[i =
Input.GetMouseButtonDown(0) &&
Physics2D.Raycast(Camera.main.ScreenToWorldPoint(Input.mousePosition),
Vector2.zero).collider ? ++i % colors.Count : i];
}
```