

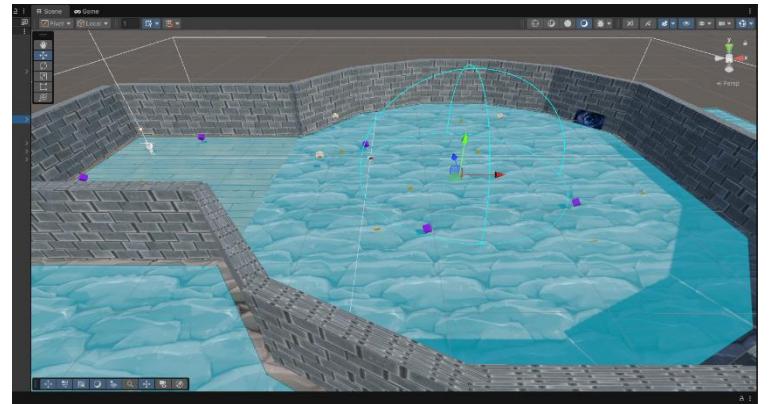
Enemy Spawner

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Version 2.0

Description: This prefab represents a modular enemy spawner in Unity. It is designed to spawn enemies at desired locations in a level. The type, amount and area can be changed to specifications.



Components:

1. Enemy Spawner
 - a. Handles how long in between enemies spawn along with where and maximum amount.

Setup Instructions:

1. Add enemy spawner prefab to scene
2. Assign enemy type that is to be spawned
3. Test to confirm that all behaviors work appropriately

Requirements:

Unity Version: 6000.2.6f2 or later