ChanceEditor

Makes it easier to manage the randomness in the game

Percantage Attribute

Displays the percentages in the inspector.

```
[Percantage]
[SerializeField] private float _chance;
```


PercentagesExtension

ToPercentages()

```
[float value].ToPercentages()
```

Parameter	Type	Description
value	float	A value from 0 to 1 is **required**.

ToProbability()

```
[int value].ToProbability()
```

Parameter	Type	Description
value	int	A value from 0 to 100 is **required**.

Chance Wrapper

Wraps a serializable value in a wrapper with a manageable chance.

```
[SerializeField] private List<ChanceWrapper<GameObject>> _chanceObjects;

public void TrySetActive()
    => _chanceObjects.ForEach(wrapper
        => wrapper.Value.SetActive(wrapper.Calculate()));
```

Generic Type	Description
T	The original value.