

Must have

- ☐ Create a spawn manager
- ☐ Spawn an animal if S is pressed
- ☐ Spawn random animals from array
- ☐ Randomize the spawn location
- ☐ Change the perspective of the camera

Extra

- ☐ Use a timer to spawn animals at an increasing rate

Explain the use of an array and how it helps you hold the information for the animals.

Take a screenshot of your code that will spawn a random animal at a random location.

How do you increase the size of the array if we were to get new animals in the future? Would this affect the code you have above? Why or why not?

What is the difference between global and local variables? Why does a programmer need to be careful when deciding the access of variables?