

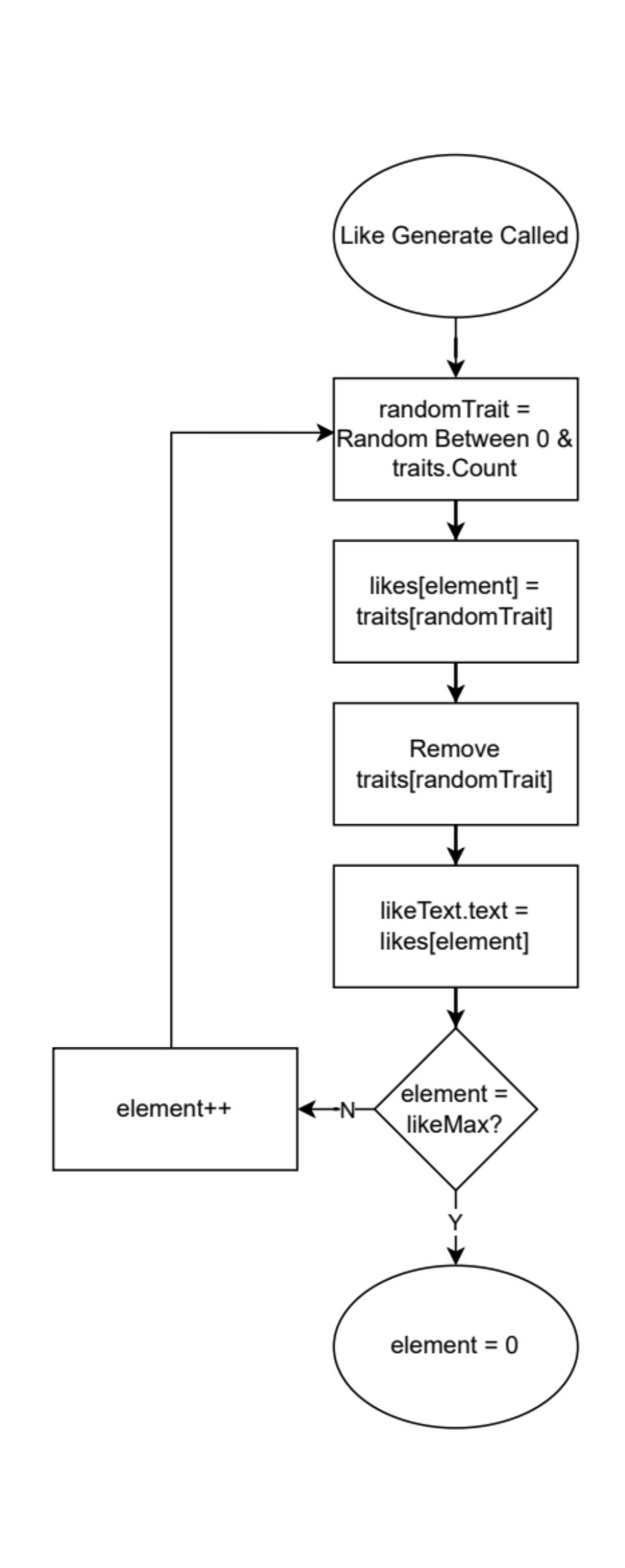
```
graph TD; Start([Start]) --> LikeGenerate[Like Generate]; LikeGenerate --> DislikeGenerate[Dislike Generate]; DislikeGenerate --> PlayMusic[Play Music[2]]
```

Start

Like Generate

Dislike Generate

Play Music[2]



Dislike Generate
Called

randomTrait =
Random Between 0 &
traits.Count

dislikes[element] =
traits[randomTrait]

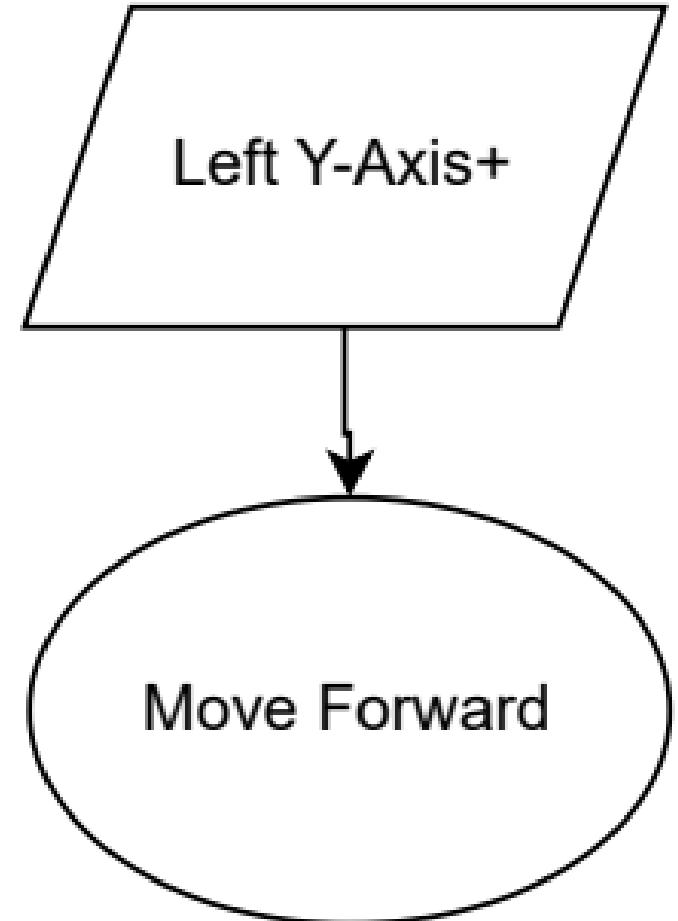
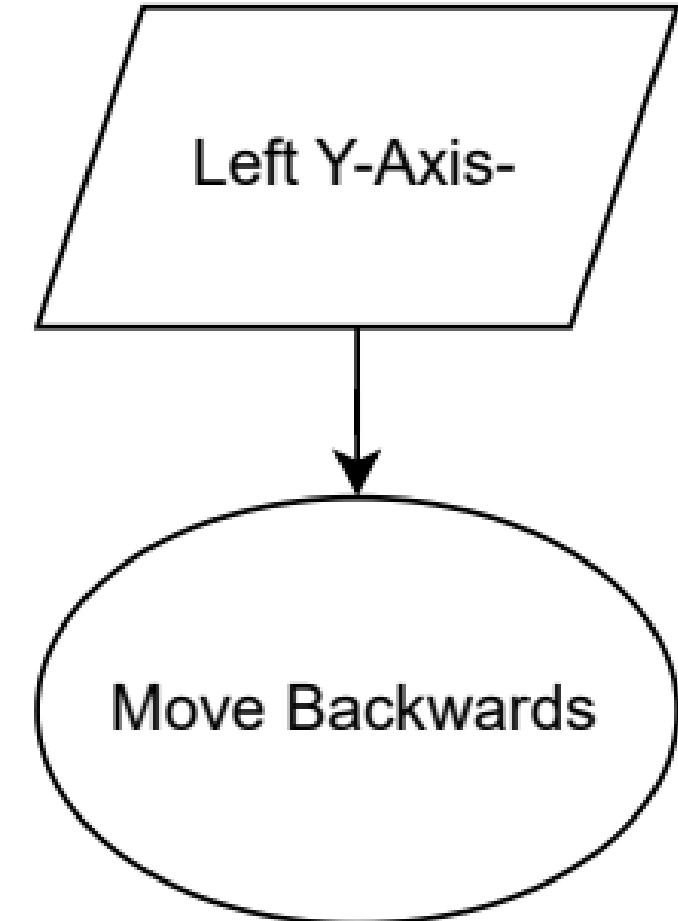
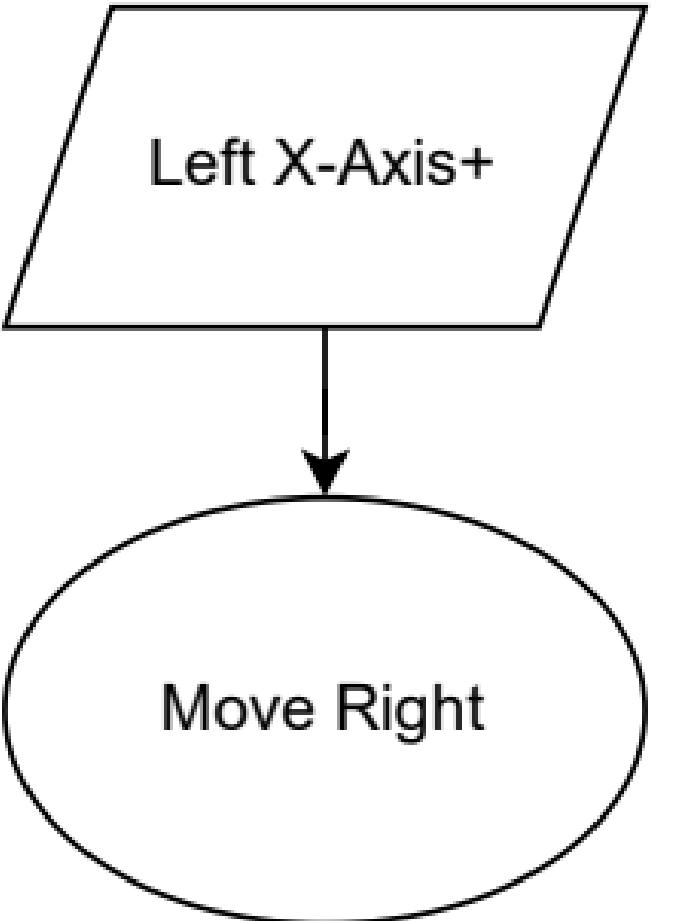
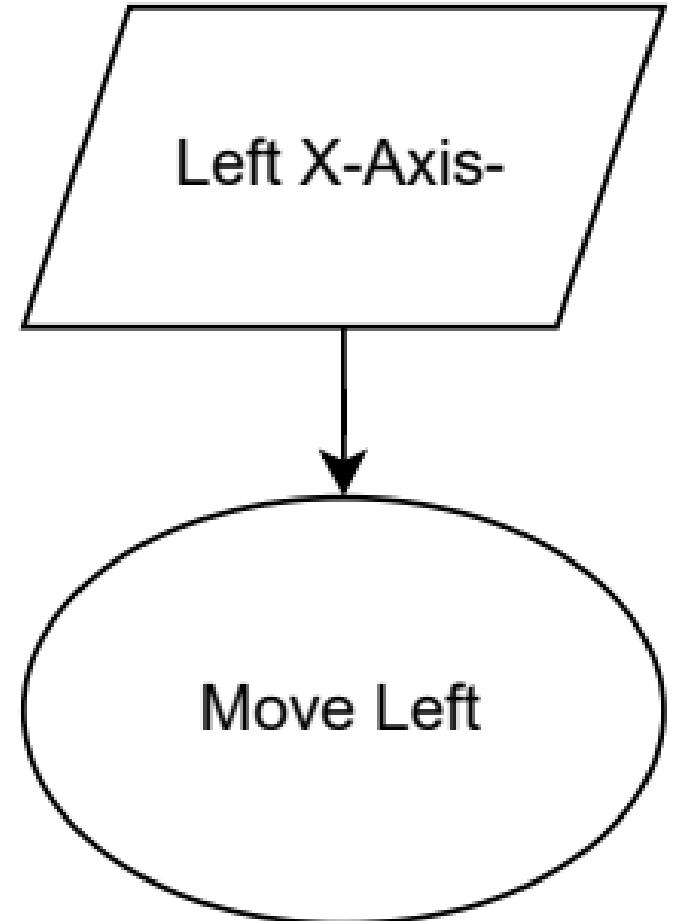
Remove
traits[randomTrait]

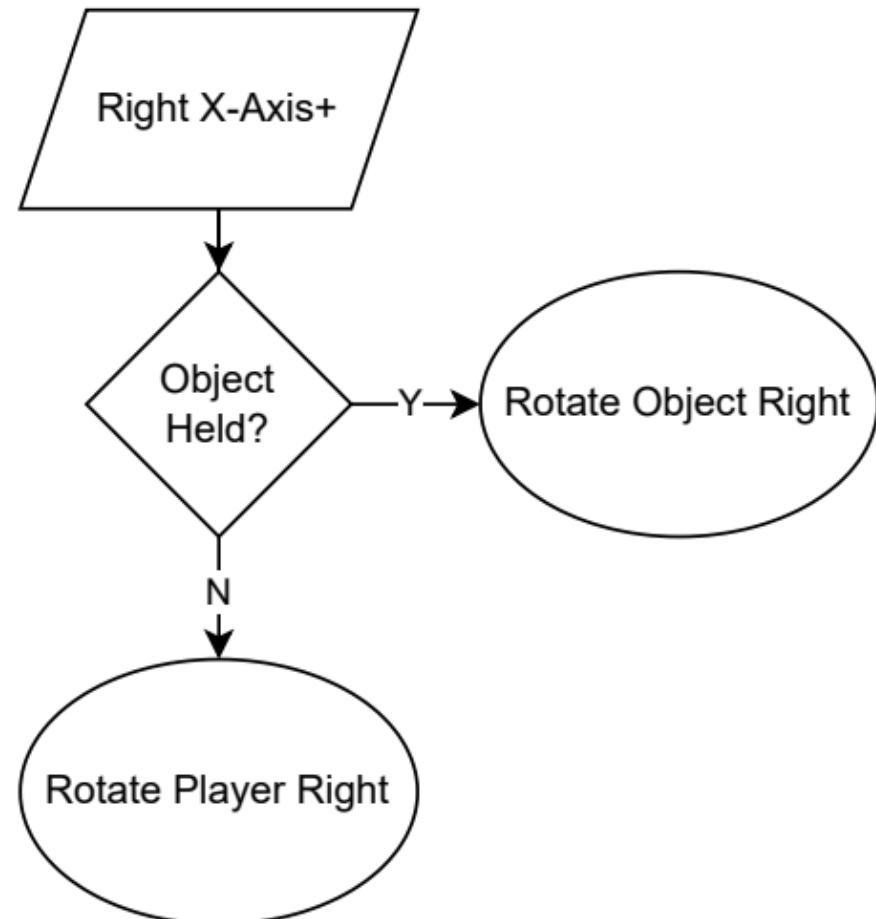
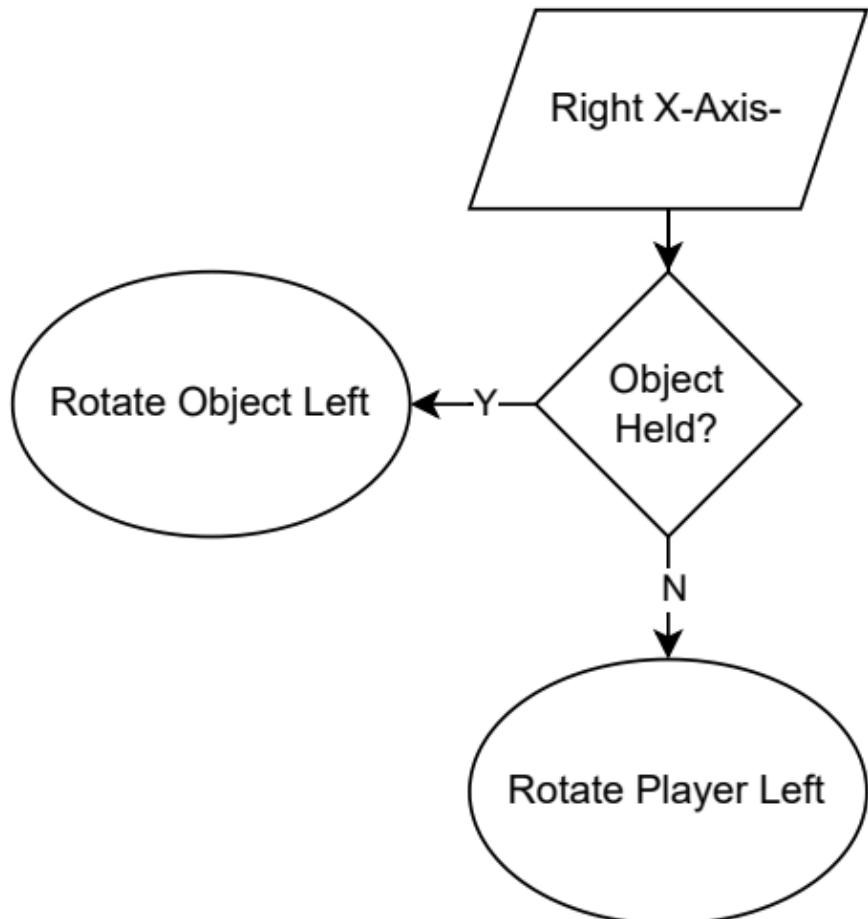
dislikeText.text =
likes[element]

element++

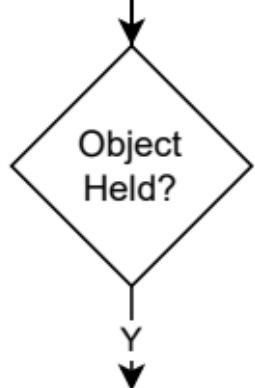
element =
dislikeMax?

element = 0





Right Y-Axis-



Right Y-Axis+

