```
1  using UnityEngine;
2  using System.Collections.Generic;
3
4  public class TileManager : MonoBehaviour
5  {
6      public GameObject groundTilePrefab;
7      public Transform player;
8      public int numberOfTiles = 8;
9      public float tileLength = 10f;
10
11     private List<GameObject> activeTiles = new List<GameObject>();
12     private float spawnZ = 0f;
13     private float safeZone = 25f; // distance before spawning new tile
14
15     void Start()
16     {
17         for (int i = 0; i < numberOfTiles; i++)
18         {
19             SpawnTile();
20         }
21     }
22
23     void Update()
24     {
25         if (player.position.z - safeZone > (spawnZ - numberOfTiles *
             tileLength))
26
27         {
28             SpawnTile();
29             DeleteTile();
30         }
31     }
32
33     void SpawnTile()
34     {
35         GameObject tile = Instantiate(groundTilePrefab, Vector3.forward *
             spawnZ, Quaternion.identity);
36         activeTiles.Add(tile);
37         spawnZ += tileLength;
38     }
39
40     void DeleteTile()
41     {
42         Destroy(activeTiles[0]);
43         activeTiles.RemoveAt(0);
44     }
45 }
46
```