```
1  using UnityEngine;
2  using System.Collections;
3
4  public class SnakeSpawner : MonoBehaviour
5  {
6      public GameObject snakePrefab;
7      public Transform player;
8      public float spawnDistance = 40f;
9      public float spawnInterval = 6f;
10     public float spawnRangeX = 4f;
11
12     void Start()
13     {
14         StartCoroutine(SpawnSnakes());
15     }
16
17     IEnumerator SpawnSnakes()
18     {
19         while (true)
20         {
21             SpawnSnake();
22             yield return new WaitForSeconds(spawnInterval);
23         }
24     }
25
26     void SpawnSnake()
27     {
28         if (player == null || snakePrefab == null) return;
29
30         float randomX = Random.Range(-spawnRangeX, spawnRangeX);
31         Vector3 spawnPos = new Vector3(randomX, 0.3f, player.position.z +
             spawnDistance);
32
33         Instantiate(snakePrefab, spawnPos, Quaternion.identity);
34     }
35 }
36
```