

```
1 using UnityEngine;
2
3 public class TreeSpawner : MonoBehaviour
4 {
5     public GameObject[] treePrefabs;
6     public Transform player;
7     public float spawnDistance = 30f;
8     public float treeSpacing = 10f;
9     public float sideOffset = 7f;
10
11     private float nextSpawnZ = 0f;
12
13     void Update()
14     {
15         if (player == null || treePrefabs.Length == 0) return;
16
17         // Keep spawning trees ahead of the player
18         while (player.position.z + spawnDistance > nextSpawnZ)
19         {
20             SpawnTreeRow(nextSpawnZ);
21             nextSpawnZ += treeSpacing;
22         }
23     }
24
25     void SpawnTreeRow(float zPos)
26     {
27         // Left side
28         Vector3 leftPos = new Vector3(-sideOffset, 0, zPos);
29         // Right side
30         Vector3 rightPos = new Vector3(sideOffset, 0, zPos);
31
32         // Choose random trees
33         GameObject leftTree = treePrefabs[Random.Range(0, treePrefabs.Length)];
34         GameObject rightTree = treePrefabs[Random.Range(0, treePrefabs.Length)];
35
36         Instantiate(leftTree, leftPos, Quaternion.identity, transform);
37         Instantiate(rightTree, rightPos, Quaternion.identity, transform);
38     }
39 }
40
```