

```
1 using UnityEngine;
2 using System.Collections;
3
4 public class ObstacleSpawner : MonoBehaviour
5 {
6     public GameObject obstaclePrefab;
7     public Transform player;
8     public float spawnInterval = 2f;
9     public float spawnDistance = 40f;
10    public float xRange = 4f;
11
12    void Start()
13    {
14        if (player == null)
15        {
16            GameObject foundPlayer = GameObject.Find("Player");
17            if (foundPlayer != null)
18                player = foundPlayer.transform;
19        }
20
21        StartCoroutine(SpawnObstacles());
22    }
23
24    IEnumerator SpawnObstacles()
25    {
26        while (true)
27        {
28            yield return new WaitForSeconds(spawnInterval);
29
30            float randomX = Random.Range(-xRange, xRange);
31            Vector3 spawnPos = new Vector3(randomX, 0.5f, player.position.
32                z + spawnDistance);
33            GameObject obj = Instantiate(obstaclePrefab, spawnPos,
34                Quaternion.identity);
35
36            Destroy(obj, 5f); // removes after 5 seconds
37        }
38    }
```