

```
1 using UnityEngine;
2 using System.Collections;
3
4 public class CoinSpawner : MonoBehaviour
5 {
6     public GameObject coinPrefab;
7     public Transform player;
8     public float spawnDistance = 40f;
9     public float spawnInterval = 1.5f;
10    public float spawnRangeX = 4f;
11    public float spawnHeight = 1.5f;
12
13    void Start()
14    {
15        StartCoroutine(SpawnCoins());
16    }
17
18    IEnumerator SpawnCoins()
19    {
20        while (true)
21        {
22            SpawnCoin();
23            yield return new WaitForSeconds(spawnInterval);
24        }
25    }
26
27    void SpawnCoin()
28    {
29        if (player == null || coinPrefab == null) return;
30
31        float randomX = Random.Range(-spawnRangeX, spawnRangeX);
32        Vector3 spawnPos = new Vector3(randomX, spawnHeight,
33                                         player.position.z + spawnDistance);
34
35        Instantiate(coinPrefab, spawnPos, Quaternion.identity);
36    }
37 }
```