

## Spawn Obstacle Script

```
using UnityEngine;
public class SpawnObstacles : MonoBehaviour
{
    public GameObject obstacle;
    public float maxX;
    public float minX;
    public float maxY;
    public float minY;
    public float timeBetweenSpawn;
    private float spawnTime;
    void Update()
    {
        if(Time.time > spawnTime)
        {
            Spawn();
            spawnTime = Time.time + timeBetweenSpawn;
        }
    }
    void Spawn()
    {
        float randomX = Random.Range(minX, maxX);
        float randomY = Random.Range(minY, maxY);
        Instantiate(obstacle, transform.position + new Vector3(randomX, randomY, 0),
        transform.rotation);
    }
}
```