Rolling road explanation

To use the rolling road scripts, you will need the following, SpawnRoad, Roadmovement and DestroyObject as well as Floor and spawner prefab.

To use place the SpawnRoad script onto the game object called Hit detection and add the floor prefab as well as spawner object onto the script via the inspector, then place the destroy object script onto the Destroy game object finally place the roadmovement script onto the Floor prefab, in this roadmovment script you are able to change the move speed and direction to what is needed.

How it works

The floor will move towards the camera at a set speed (set in inspector) then once the floor collides with the Hit Detection object another floor will be spawned at start moving towards the camera, once the floor reaches the Destroy game object the floor will be destroyed.