using UnityEngine;

public class GroundSpawner : MonoBehaviour

{

public GameObject groundTile;

Vector3 nextSpawnPoint;

public void SpawnTile(bool spawnItems)

{

GameObject temp = Instantiate(groundTile, nextSpawnPoint, Quaternion.identity);

nextSpawnPoint = temp.transform.GetChild(1).transform.position;

if (spawnItems)

{

temp.GetComponent<GroundTile>().SpawnObstacle();

temp.GetComponent<GroundTile>().SpawnCoins();

}

}

// Start is called before the first frame update

public void Start()

{

for(int i = 0; i<100; i++)

{

if (i < 3)

{

SpawnTile(false);

}

else

{

SpawnTile(true);

}

}

}

}