Respawning to certain place

```csharp
public class PlayerMovement : MonoBehaviour
{
    public float xSpeed = 0.4f;
    public float offset_Val;
    public BoxCollider2D Box_Collider;
    public Vector3 respawnPoint;
    // Start is called before the first frame update
    void Start()
    {
        Box_Collider = GetComponent<BoxCollider2D>();
        Box_Collider.offset = new Vector2(offset_Val,0);
        respawnPoint = new Vector3(0,-3.96f,0);
        transform.position = respawnPoint;
    }
}
```

Variable created as ' Vector3 ' and this variable will store new vector point as set by programmer then new position will be tranformed using ' **transform.position** ' statment.

Falling Blocks at random position (Code)

```csharp
using UnityEngine;
using System.Collections;

public class Spawner : MonoBehaviour {

    public GameObject fallingBlockPrefab;
    public float secondsBetweenSpawns = 1;
    float nextSpawnTime;

    Vector2 screenHalfSizeWorldUnits;

    // Use this for initialization
    void Start () {
        screenHalfSizeWorldUnits = new Vector2 (Camera.main.aspect * Camera.main.orthographicSize, Camera.main.orthographicSize);
    }

    // Update is called once per frame
    void Update () {

        if (Time.time > nextSpawnTime) {
            nextSpawnTime = Time.time + secondsBetweenSpawns;
            Vector2 spawnPosition = new Vector2 (Random.Range (-screenHalfSizeWorldUnits.x, screenHalfSizeWorldUnits.x), screenHalfSizeWorldUnits.y);
            Instantiate (fallingBlockPrefab, spawnPosition, Quaternion.identity);
        }

    }
}
```

Reference created for prefab

Note :- This script is attached to empty game object. For spawning other game objects, it is better to use empty game object instead of using a script into prefab.