CircleSpawner.cs

```csharp
1  using UnityEngine;
2
3  public class CircleSpawner : MonoBehaviour
4  {
5      public GameObject circlePrefab;
6      public int minCircleCount = 5;
7      public int maxCircleCount = 10;
8
9      private void Start()
10     {
11         int circleCount = Random.Range(minCircleCount, maxCircleCount + 1);
12         for (int i = 0; i < circleCount; i++)
13         {
14             SpawnCircle();
15         }
16     }
17
18     private void SpawnCircle()
19     {
20         Vector2 randomPosition = new Vector2(Random.Range(-5f, 5f), Random.Range(-3f, 3f));
21         Instantiate(circlePrefab, randomPosition, Quaternion.identity);
22     }
23 }
24
```