**SPAWNING THE PIPES**

Making PipeHolder a prefab:

* Create a new folder in the project window, and name it Prefabs.
* Drag and Drop PipeHolder to the Prefabs folder.

Creating PipeSpawner:

* Create an empty GameObject and name it PipeSpawner.
* Add Component, New Script, name it PipeSpawner.
* Reset the position of PipeSpawner.
* Attach a visual tag to it of color red. So that we can understand the location in which pipes are being instantiated.
* Reset the position of the PipeSpawner, and then click on Apply button.
* Now delete the PipeHolder because we don’t need anymore.
* Move your PipeHolder out of the sky.
* Drag PipeHolder from Prefabs folder to Pipe slot in the Pipe Spwaner (Script) component.
* Set the MaxYpos 1, SpawnTime 2.

Deleting the Pipes:

* Create an empty GameObject and name it to PipeRemover.
* Reset its position. Add orange visual tag to it.
* Move it out of the screen to the left.
* Go to Add component, Physics 2D and then Box Collider.
* Select Edit Collider and then make it longer.
* Make the Is Trigger option checked.
* Now add a tag to it. Add a new tag and name it to PipeRemover. And then add this tag.