Let's see if we can ad one more game object with its own script.

- Place the falling dude sprite high in the level.
- Create a new script and call it spawneddude.
- Give the script to this new gameobject
- The script should be like this :

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class spawneddude : MonoBehaviour
{

public float Speed;

void Update()
{
transform.Translate(Vector2.down * Speed * Time.deltaTime);
if(transform.position.y < -5)
{
Destroy(this.gameObject);
}
}
```

The gameObject will fall down by using Vector2.down. you can use any direction up,left,right. It moves with the number of speed given in the inspectors window. When its position on the y-axis is smaller then -5 it gets removed. You can take those coordinates from the inspector window. Tme.deltaTime makes sure it runs the same speed at any system your project is played on.

- Create a folder Prefabs
- Drag the gameobject to this folder and delete the one in the game view.
- Create a new empty gameObject
- Name it Spawndudes
- Create a new script call it Dspawner and give it to the empty gameObject.
- The script should be like this:

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

public class Dspawner : MonoBehaviour
{

public float countdown = 5;
public GameObject tospawn;


void Update()
{
countdown -= Time.deltaTime;
if(countdown <= 0)
{
Instantiate(tospawn, new Vector3(-5 + Random.Range(1, 8), 5, -10), Quaternion.identity);
countdown = 5;
}
}
}
```

The gameobject has a timer that counts down to 0 and if the countdown timer is smaller or equal to 0 it creates a gameobject at the given position (Vector3 = x,y,z)
Creating is done with Instantiate then the gameobject to spawn followed by the coordinates and it's rotation. The countdown is reset back to 5 for the next spawn dude comes.
Drag the prefab you made into the inspectors tospawn window.

The position on x-axis is -5 plus a random number between 1,8 this makes the spawned dude appear at random positions.