Script Collectible

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Collectible : MonoBehaviour {

public int Points = 10;

Vector3 \_positionDebut;

// Use this for initialization

void Start () {

\_positionDebut = transform.position;

}

// Update is called once per frame

void Update () {

transform.position = new Vector3 (\_positionDebut.x,\_positionDebut.y+Mathf.Sin(Time.time),\_positionDebut.z);

}

}