

Player Script:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class Player : MonoBehaviour
{
    public float playerSpeed;
    private Rigidbody2D rb;
    private Vector2 playerDirection;
    // Start is called once before the first execution of Update after the MonoBehaviour is
    created
    void Start()
    {
        rb = GetComponent<Rigidbody2D>();
    }
    // Update is called once per frame
    void Update()
    {
        float directionY = Input.GetAxisRaw("Vertical");
        playerDirection = new Vector2(0, directionY).normalized;
    }
    void FixedUpdate()
    {
        rb.linearVelocity = new Vector2(0, playerDirection.y * playerSpeed);
    }
}
```