1. Player Moving   
     
   myrgd2d.velocity = new Vector2 (movespeed, myrgd2d.velocity.y);

myrgd2d.velocity = new Vector2 (-movespeed, myrgd2d.velocity.y);  
  
- facing left and right

using UnityEngine;

using System.Collections;

public class moving : MonoBehaviour {

Rigidbody2D moveRigi;

// Use this for initialization

void Start () {

moveRigi = GetComponent<Rigidbody2D>();

}

// Update is called once per frame

void Update () {

if(Input.GetKey(KeyCode.A))

{ moveRigi.velocity = new Vector2(-100, moveRigi.velocity.y); }

else if (Input.GetKey(KeyCode.D))

{ moveRigi.velocity = new Vector2(100, moveRigi.velocity.y);}

else if (Input.GetKey(KeyCode.W))

{ moveRigi.velocity = new Vector2(moveRigi.velocity.x, 100); }

else if (Input.GetKey(KeyCode.S))

{ moveRigi.velocity = new Vector2(moveRigi.velocity.x, -100); }

else

{ moveRigi.velocity = new Vector2(0, 0); }

}

}