


```
using UnityEngine;
using System.Collections;

public class Platform : MonoBehaviour

{
    // Level is defined for each effect
    public float startWaitTime;
    public float waitTime;

    void Start()
    {
        // If the first movement of the platform is...
    }

    void Update()
    {
        // Input.GetKeyDown(KeyCode.Space) || Input.GetKeyDown(KeyCode.V)
        waitTime -= Time.deltaTime;

        // Input.GetKeyDown(KeyCode.Space) || Input.GetKeyDown(KeyCode.V)
        {
            // If the first movement of the platform is...
            effect.rotationOffset = 0;
            waitTime = startWaitTime;
        }
        else
        {
            waitTime = Time.deltaTime;
        }
    }
}
```

