I finished coding a controller script for moving platforms. It works by using:

* A variable for movement speed (per frame)
* An array holding vectors to use as coordinates for a path
  + Once platform position matches the current target destination, that destination switches to the next vector in the array.
* A coroutine utilizing a loop for keeping the platform moving when it is supposed to.
  + Not when game is in a paused state
  + Additional functionality added for delays between movements
  + If the end of the array is reached a place counting variable gets reset so the platform will move normally towards the beginning of the path specified.

Once I finished creating the platform script I started playing with the shaders for those platforms. For some reason the original shader for the level platforms was suddenly darkening the platforms to nearly black. I found a legacy shader that allowed me to properly recolor the platforms and I left them with an orange-reddish tint to match the background of the level as best as possible.