

## Code

```
#pragma strict
var placeA: Transform;
var placeB: Transform;
var placeC: Transform;
var placeD: Transform;
var placeE: Transform;
var placeF: Transform;
var placeG: Transform;
var placeH: Transform;
var platformSpeed = 1.0;
var placeCount: int = 0;

function Start () {
}

function Update () {

    if(transform.position == placeA.position) {

        placeCount = 1;

    }

    if(transform.position == placeB.position) {

        placeCount = 2;

    }

    if(transform.position == placeC.position) {

        placeCount = 3;

    }

    if(transform.position == placeD.position) {

        placeCount = 4;

    }

    if(transform.position == placeE.position) {

        placeCount = 5;

    }

    if(transform.position == placeF.position) {

        placeCount = 6;

    }

    if(transform.position == placeG.position) {

        placeCount = 7;

    }

    if(transform.position == placeH.position) {

        placeCount = 0;

    }
```

```

if(placeCount == 0) {
    transform.position = Vector3.MoveTowards (transform.position, placeA.position, platformSpeed);
}

if(placeCount == 1) {
    transform.position = Vector3.MoveTowards (transform.position, placeB.position, platformSpeed);
}

if(placeCount == 2) {
    transform.position = Vector3.MoveTowards (transform.position, placeC.position, platformSpeed);
}

if(placeCount == 3) {
    transform.position = Vector3.MoveTowards (transform.position, placeD.position, platformSpeed);
}

if(placeCount == 4) {
    transform.position = Vector3.MoveTowards (transform.position, placeE.position, platformSpeed);
}

if(placeCount == 5) {
    transform.position = Vector3.MoveTowards (transform.position, placeF.position, platformSpeed);
}

if(placeCount == 6) {
    transform.position = Vector3.MoveTowards (transform.position, placeG.position, platformSpeed);
}

if(placeCount == 7){
    transform.position = Vector3.MoveTowards (transform.position, placeH.position, platformSpeed);
}

}

```

Task	Date	Start	End	Interruptions
Write out problem statement	11/05/14	15:25	15:28	
Write and test code	06/05/14	10:35	10:56	