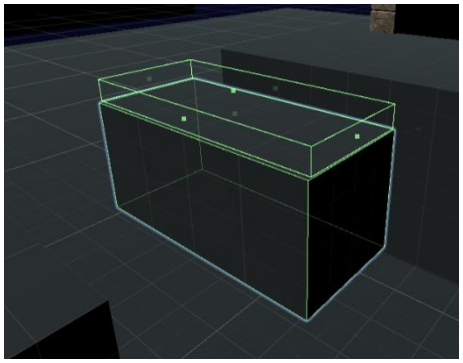
# Moving Platforms in Unity



First we need to add a few cubes that later on we can change to the 3D model we want, making sure that the game objects have a collider so that the player can stand on it.

To the platform that we want to be moving we need to add another box collider to it and set it to Is Trigger and resize it to sit on top of the platform, to do this we can create an empty game object and parent the platform to it.

The next step is to create an animation for our platform, after creating the animation the player can step on the platform, but it does not move with the platform for this we need to create a C# Script.

## Attach player to platform script.

We start by creating a public GameObject for the player and add two methods.

The first method we need to add is OntriggerEnter so when the player enters the trigger the player becomes the child of the platform (when the platform moves the player will move with it);

The second method we need to add is OnTriggerExit that we create to remove the platform as a parent of the player once it leaves the trigger. The last step is to assign the player on the player's slot in the platform script.

```
1   using System.Collections;
2   using System.Collections.Generic;
3   using UnityEngine;
4
    Unity Script | 0 references
5   public class AttachPlatform : MonoBehaviour
6   {
7       public GameObject Player;
8
        Unity Message | 0 references
9       private void OnTriggerEnter(Collider other)
10      {
11          if (other.gameObject == Player)
12          {
13              Player.transform.parent = transform;
14          }
15      }
        Unity Message | 0 references
16      private void OnTriggerExit(Collider other)
17      {
18          if (other.gameObject == Player)
19          {
20              Player.transform.parent = null;
21          }
22      }
23  }
24
```