

What it does?

It is a moving platform that can move back and forth in any direction depending on where you place the waypoints. The script allows you to place the coordinates of which you want the platform to move and it also attaches the object to the platform.

What you need?

You need to have 2 box colliders on the moving platform, the first collider is to prevent the object from falling through the platform. The second collider is to attach the object to the platform(No sliding off). you need to set the second collider to trigger and change the size of the second collider on the Y-axis to 2. This second collider is to attach the object to the platform(No sliding off).

What limitations do you have?

If the player tries to jump on the moving platform while it is moving the player will most likely fall off the moving platform. Depending on the size of the trigger collider if the size of the trigger collider is big, the player won't fall off easily.