

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class UpandDownD : MonoBehaviour {
6     private UpandDownPlatform platform;
7     private void OnTriggerEnter2D(Collider2D collision)
8     {
9         GameObject movingPlatform = GameObject.Find("UpandDownPlatform");
10        UpandDownPlatform platformScript =
11            movingPlatform.GetComponent<UpandDownPlatform>();
12        if (collision.CompareTag("MovingPlatform"))
13        {
14            collision.GetComponent<UpandDownPlatform>().goingUp = true;
15            //Changes the direction of the moving platform to up
16        }
17    }
18 }
```