```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class CircularPlatform : MonoBehaviour {
6      public float radius = 2f;      //Distance from the center of the circle to the
          edge
7      public float currentAngle = 0f; //Our angle, this public for debugging
         purposes
8      private float speed = 0f;      //Rate at which we'll move around the
         circumference of the circle
9      public float timeToCompleteCircle = 1.5f; //Time it takes to complete a full
         circle
10
11     // Use this for initialization
12     void Start()
13     {
14
15     }
16
17     void Awake()
18     {
19         speed = (Mathf.PI * 2) / timeToCompleteCircle;
20     }
21
22     // Update is called once per frame
23     void Update()
24     {
25         speed = (Mathf.PI * 2) / timeToCompleteCircle; //For level design purposes
26         currentAngle += Time.deltaTime * speed; //Changes the angle
27         float newX = radius * Mathf.Cos(currentAngle);
28         float newY = radius * Mathf.Sin(currentAngle);
29         transform.position = new Vector3(newX + 149.6f, newY + 15,
             transform.position.z);
30         //Platform now moves in a circle
31     }
32 }
33
```