

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