

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class MovingPlatform : MonoBehaviour {
6     private Rigidbody2D platform;
7     public bool goingRight;
8     // Use this for initialization
9     void Start () {
10         goingRight = true; //Starts off moving to the right
11         platform = GetComponent<Rigidbody2D>();
12     }
13
14     // Update is called once per frame
15     void Update () {
16         movement();
17     }
18     public void movement()
19     {
20         if (goingRight) //Platform moves right
21         {
22             platform.velocity = new Vector3(2, 0, 0);
23         }
24         if(!goingRight) //Platform moves left
25         {
26             platform.velocity = new Vector3(-2, 0, 0);
27         }
28     }
29 }
30
```