```csharp
1  using UnityEngine;
2  using System.Collections;
3
4  public class Ground : MonoBehaviour {
5
6      private PlayerMovement Player;
7
8      void Start()
9      {
10
11     }
12     void OnTriggerEnter2D(Collider2D other)
13     {
14         if (!other.CompareTag("MovingPlatformBorder")) //This is so the player     ⤴
             isn't able to able on thin air
15         {
16             GameObject Player = GameObject.Find("Player");
17             PlayerMovement playerScript = Player.GetComponent<PlayerMovement>();
18             playerScript.isJumping = false;
19             playerScript.grounded = true;
20         }
21     }
22     void OnTriggerStay2D(Collider2D other)
23     {
24         if (!other.CompareTag("MovingPlatformBorder"))
25         {
26             GameObject Player = GameObject.Find("Player");
27             PlayerMovement playerScript = Player.GetComponent<PlayerMovement>();
28             playerScript.isJumping = false;
29             playerScript.grounded = true;
30         }
31     }
32     void OnTriggerExit2D(Collider2D other)
33     {
34         GameObject Player = GameObject.Find("Player");
35         PlayerMovement playerScript = Player.GetComponent<PlayerMovement>();
36         playerScript.isJumping = true;
37         playerScript.grounded = false;
38     }
39 }
40
```