

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class UpandDownPlatform : MonoBehaviour {
6     private Rigidbody2D platform;
7     public bool goingUp;
8     // Use this for initialization
9     void Start()
10    {
11        goingUp = true;
12        platform = GetComponent<Rigidbody2D>();
13    }
14
15    // Update is called once per frame
16    void Update()
17    {
18        movement();
19    }
20    public void movement()
21    {
22        if (goingUp)
23        {
24            platform.velocity = new Vector3(0, 2, 0); //Platform moves up
25        }
26        if (!goingUp)
27        {
28            platform.velocity = new Vector3(0, -2, 0); //Platform moves down
29        }
30    }
31 }
32
```