```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class finalDoorStop : MonoBehaviour {
6
7      private void OnTriggerEnter2D(Collider2D collision)
8      {
9          GameObject door = GameObject.Find("woodenDoor");
10         finalDoor fDoor = door.GetComponent<finalDoor>();
11         if (collision.CompareTag("door"))
12         {
13             fDoor.moving = false; //Stops the movement of the door
14         }
15     }
16 }
17
```