

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class finalDoor : MonoBehaviour {
6      private Rigidbody2D door;
7      public bool moving;
8      // Use this for initialization
9      void Start () {
10         door = GetComponent<Rigidbody2D>();
11         moving = true;
12     }
13
14     // Update is called once per frame
15     void Update () {
16         move();
17     }
18     public void move()
19     {
20         GameObject Boss = GameObject.Find("ZombieBoss");
21         BossController bossScript = Boss.GetComponent<BossController>();
22         if (bossScript == null && moving)
23         {
24             door.velocity = new Vector2(0, 2); //Door slowly moves upward
25         }
26         if (!moving)
27         {
28             door.velocity = new Vector2(0, 0); //Door stops moving
29         }
30     }
31 }
32
```