DonutController

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class DonutController : MonoBehaviour
{
    private Rigidbody2D rigidbody;
    [SerializeField] private float maxForce;
    [SerializeField] private float topY;

    [SerializeField] private float bottomY;

    [SerializeField] private float rightX;

    [SerializeField] private float leftX;


    // Start is called before the first frame update
    void Start()
    {
        rigidbody = GetComponent<Rigidbody2D>();
        Vector2 thrust = new Vector2(Random.Range(-
maxForce, maxForce), Random.Range(-maxForce, maxForce));
        rigidbody.AddForce(thrust);

    }

    // Update is called once per frame
    void Update()
    {
         Vector2 newLocation = transform.position;
        if (transform.position.y > topY)
        {
            newLocation.y = bottomY;
        }
        if (transform.position.y < bottomY)
        {
            newLocation.y = topY;
        }
        if (transform.position.x > rightX)
        {
            newLocation.x = leftX;
        }
        if (transform.position.x < leftX)
        {
            newLocation.x = rightX;
        }
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        transform.position = newLocation;
    }
}
```

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
    // Start is called before the first frame update
    private Rigidbody2D rigidbody;
    private float maxVelocity = 2;
    [SerializeField] private float rotationSpeed;
    private float thrust;
    private float turn;
    [SerializeField] private float topY;

    [SerializeField] private float bottomY;

    [SerializeField] private float rightX;

    [SerializeField] private float leftX;

    [SerializeField] private GameObject laser;
    [SerializeField] private float laserspeed;
    [SerializeField] private float destroyLaserTime;

    void Start()
    {
        rigidbody = GetComponent<Rigidbody2D>();

    }

    // Update is called once per frame
    void Update()
    {
        thrust = Input.GetAxis("Vertical");
        turn = Input.GetAxis("Horizontal");

        Vector2 newLocation = transform.position;
        if (transform.position.y > topY)
        {
            newLocation.y = bottomY;
        }
        if (transform.position.y < bottomY)
        {
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            newLocation.y = topY;
        }
        if (transform.position.x > rightX)
        {
            newLocation.x = leftX;
        }
        if (transform.position.x < leftX)
        {
            newLocation.x = rightX;
        }
        transform.position = newLocation;

        if (Input.GetButtonDown("Fire1"))
        {
            GameObject newLaser = Instantiate(laser, transform.position, trans
form.rotation);
            newLaser.GetComponent<Rigidbody2D>().AddRelativeForce(Vector2.up *
 laserspeed);
            Destroy(newLaser, destroyLaserTime);
        }
    }

    private void FixedUpdate()
    {
        rigidbody.AddRelativeForce(Vector2.up * thrust);
        rigidbody.AddTorque(-turn * rotationSpeed);
    }

}
```