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;

        }

        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)

        {

            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, transform.rotation);

            newLaser.GetComponent<Rigidbody2D>().AddRelativeForce(Vector2.up \* laserspeed);

            Destroy(newLaser, destroyLaserTime);

        }

    }

    private void FixedUpdate()

    {

        rigidbody.AddRelativeForce(Vector2.up \* thrust);

        rigidbody.AddTorque(-turn \* rotationSpeed);

    }

}