```csharp
0 references
public class PlayerController : MonoBehaviour
{
    2 references
    [SerializeField] float Torque_Amount = 1f;
    3 references
    Rigidbody2D rb2d;
    0 references
    void Start()
    {
        rb2d = GetComponent<Rigidbody2D>();
    }


    0 references
    void Update()
    {
        if(Input.GetKey(KeyCode.RightArrow))
        {
            rb2d.AddTorque(-Torque_Amount);
        }
        else if(Input.GetKey(KeyCode.LeftArrow))
        {
            rb2d.AddTorque(Torque_Amount);
        }

    }
}
```
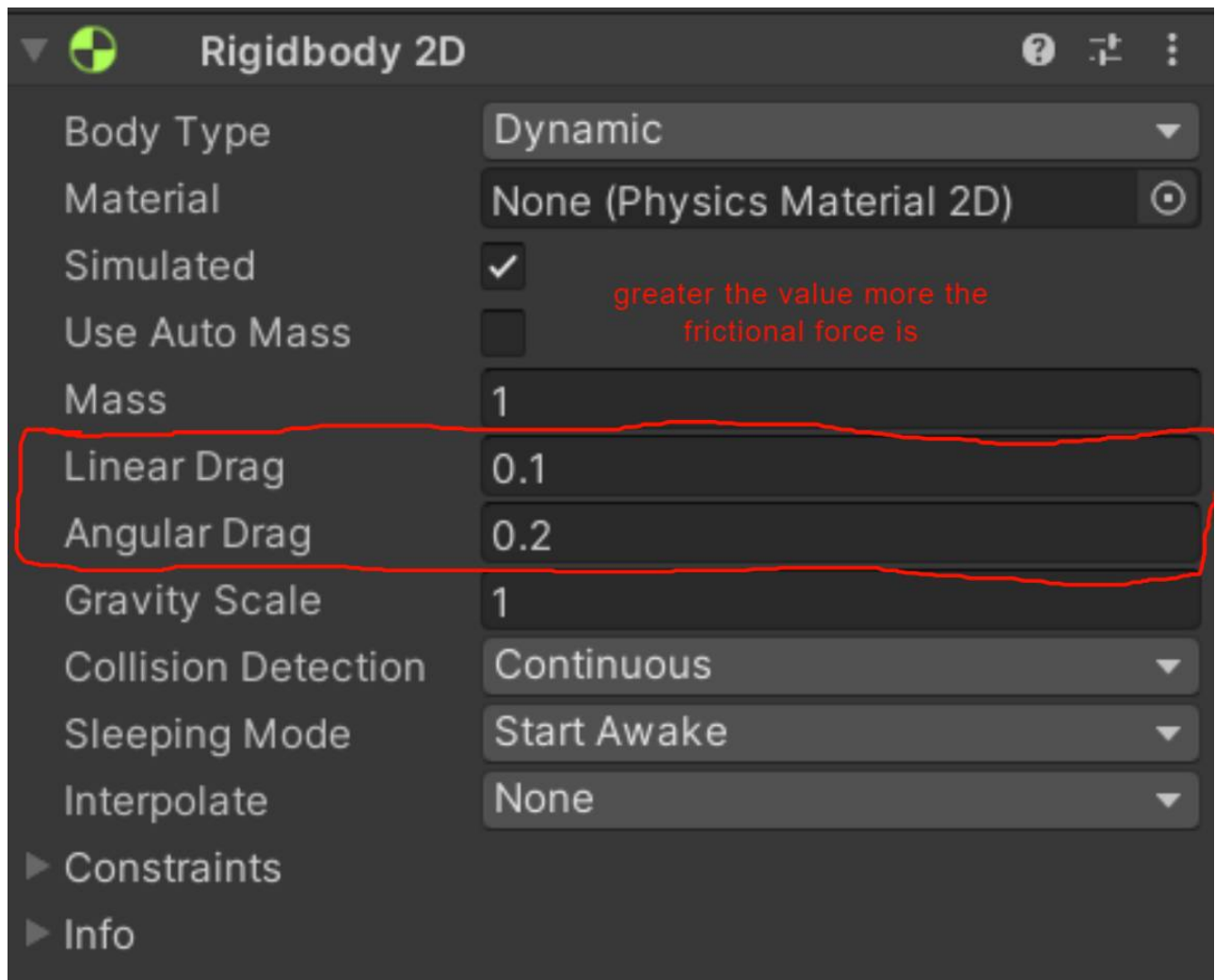
Linear and Angular Drag are like a friction applied to the object after force is being released.

Rigidbody 2D

Body Type	Dynamic
Material	None (Physics Material 2D)
Simulated	✓
Use Auto Mass	
Mass	1
Linear Drag	0.1
Angular Drag	0.2
Gravity Scale	1
Collision Detection	Continuous
Sleeping Mode	Start Awake
Interpolate	None
▶ Constraints	
▶ Info	

greater the value more the frictional force is

Note:- As Linear Drag increases, speed of surface effector should also increase.