public int speed = 1;

public int xMove = 1;

// Start is called before the first frame update

void Start()

{

}

// Update is called once per frame

void Update()

{

RaycastHit2D hit = Physics2D.Raycast(transform.position, new Vector2(xMove, 0));

gameObject.GetComponent<Rigidbody2D>().velocity = new Vector2(xMove, 0) \* speed;

if (hit.distance < 0.5f)

{

Flip();

}

}

void Flip()

{

if (xMove > 0)

{

xMove = -1;

}

else

{

xMove = 1;

}

}