

```
public class PlayerControl
```

```
public float speed = 10f;      // speed for Y axis  
public KeyCode moveUp;        // adjustable in inspector, assign a key  
public KeyCode moveDown;      // adjustable in inspector, assign a key
```

```
private Rigidbody2D playerRigidBody2d;
```

```
void Start ()
```

```
{
```

```
    playerRigidBody2d =gameObject.GetComponent<Rigidbody2D>();
```

```
}
```

Instantiate the rigid body 2D  
And Assign it a local variable

```
public class PlayerControl
```

```
void Update ()  
{  
    if(Input.GetKey(moveUp))  
    {  
        playerRigidBody2d.velocity = new Vector2(0f, speed);  
    }  
    else if (Input.GetKey(moveDown))  
    {  
        playerRigidBody2d.velocity = new Vector2(0f, -speed);  
    }  
    else  
    {  
        playerRigidBody2d.velocity = new Vector2(0f, 0f);  
    }  
}
```

(X, Y)

0, 0 Don't Move