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

public class burb : MonoBehaviour
{
    //vars are public for now for testing purposes
    private float initialX;
    public float bound = 7.5f;
    private float change;
    private float direction = 1;
    // Start is called before the first frame update
    void Start()
    {
        initialX = transform.position.x;
        change = Random.Range(1f, 4f) / 100f;
    }

    // Update is called once per frame
    void Update()
    {

    }

    private void FixedUpdate()
    {
        if ((transform.position.x > initialX + bound) || transform.position.x
< initialX - bound)
        {
            direction *= -1;

        }
        transform.position = new Vector2(transform.position.x + change *
direction, transform.position.y);
    }


    private void OnCollisionEnter2D(Collision2D collision)
    {

        if (GameObject.Find("LevelManager").GetComponent<LevelManager>
().gameOver)
        {

            return;
        }

        if (collision.transform.CompareTag("LASER"))
        {
            Destroy(transform.gameObject);
            GameManager.control.KillBirb();
            GameObject.Find("LevelManager").GetComponent<LevelManager>
().UpdateScore();
        } else
        {
            Debug.Log("TAG: " + collision.transform.tag);
        }
    }
}
```