- Place the Ground sprite.
- Set it's drawmode to tiled.
- Use the rect tool to make it fit to the total width of the screen.
- Give the ground a collisionbox2D and make it fit
- Give it the nametag Ground
- Place the jetzombie in the air and scale it to your likings
- Give the zombie the nametag Player
- Give the zombie a collisionbox2D and a Rigidbody2D
- Give it gravity number 0 and make sure the constraint z box is selected

If the texture is seamless you can endlessly repeat it with the drawmode set on Tiled.
Let's give the zombie some simple movement so it flies to the right.

- Create a new script and call it FlyingZombie
- Give it to the Zombie
- The script should look like this :

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

public class FlyingZombie : MonoBehaviour
{
public float Flyingspeed;

void Update()
{
transform.Translate(Vector2.right * Flyingspeed * Time.deltaTime);
}
}
```

You can set the speed in the Inspectors window. The zombie will use vector2.right to move
(transform.translate) to the right with the speed we give it and because of Time.deltaTime the speed
will be the same on different Systems. The zombie will fly off screen so lets make it reappear again
on the left side like we done before. Change the script into this:

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

public class FlyingZombie : MonoBehaviour
{
public float Flyingspeed;

void Update()
{
transform.Translate(Vector2.right * Flyingspeed * Time.deltaTime);
if(transform.position.x > 7)
{
transform.position = new Vector3(-7, transform.position.y, transform.position.z);
}
}
}
```

When the zombie position is bigger then 7 on the x-axis (Horizontal) it gets teleported to the other side with a new position (Vector3) that uses -7 on the x-axis while y and z axis stay the same. Z axis in 2D ? Yes there is, you can see it if you click the 2D button. Basically the 2D Game is still buitlt in a 3D Enviroment. The coordinates you can get from the inspectors window.