



We will make the zombie fly from right to the left of the screen and back again. This is done with a simple Int variable. Change the Zombie script into this one :

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

public class FlyingZombie : MonoBehaviour
{
    public float Flyingspeed;
    public Transform bombdropper;
    public GameObject Bomb;

    public int flydirection;

    public int Bombnr;

    void Start()
    {
        Bombnr = 5;
        flydirection = 1;
    }

    void Reloadingbombs()
    {
        if (Bombnr == 0)
        {
            Bombnr = 5;
        }
    }

    void Update()
    {
        if (Input.GetKeyDown(KeyCode.R))
        {
            Reloadingbombs();
        }
        if (Input.GetKeyDown(KeyCode.Space) && Bombnr > 0)
        {
            Bombnr -- 1;
            Instantiate(Bomb, bombdropper.position, Quaternion.identity);
        }
        if (flydirection == 1)
        {
            transform.Translate(Vector2.right * Flyingspeed * Time.deltaTime);
        }
        if (transform.position.x > 6)
        {
            flydirection = 2;
        }
        if (flydirection == 2)
        {
            transform.Translate(Vector2.left * Flyingspeed * Time.deltaTime);
        }
        if (transform.position.x < -6)
        {
            flydirection = 1;
        }
    }
}
```



Test the project. At start the variable fly direction is set to 1. This means the game object will move to the right until it's position on the x-axis is bigger than 6. It changes the fly direction to 2 and so the game object will start moving to the left until the position on the x-axis is smaller than -6. Here it will set the fly direction back to 1. This progress will endlessly repeat itself and is an easy way to make for example moving platforms for a player to jump on or flying patrolling enemies. You can get the coordinates from the borders in the Inspectors Window.

The zombie does not turn (Flip) when it flies to the left. As we use a 2D Sprite we need to mirror (Turn) it somehow. Here is how to do it. Change the zombie script into this one :

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

public class FlyingZombie : MonoBehaviour
{
    public float Flyingspeed;
    public Transform bombdropper;
    public GameObject Bomb;
    public int flydirection;
    public int Bombnr;

    void Start()
    {
        Bombnr = 5;
        flydirection = 1;
    }

    void Reloadingbombs()
    {
        if (Bombnr == 0)
        {
            Bombnr = 5;
        }
    }

    void Update()
    {
        if (Input.GetKeyDown(KeyCode.R))
        {
            Reloadingbombs();
        }
        if (Input.GetKeyDown(KeyCode.Space) && Bombnr > 0)
        {
            Bombnr --;
            Instantiate(Bomb, bombdropper.position, Quaternion.identity);
        }
        if (flydirection == 1)
        {
            transform.Translate(Vector2.right * Flyingspeed * Time.deltaTime);
        }
        if (transform.position.x > 6)
        {
```



```
Vector3 Scaler = transform.localScale;
Scaler.x *= -1;
transform.localScale = Scaler;
flydirection = 2;
}
if (flydirection == 2)
{
transform.Translate(Vector2.left * Flyingspeed * Time.deltaTime);
}
if (transform.position.x < -6)
{
flydirection = 1;
Vector3 Scaler = transform.localScale;
Scaler.x *= -1;
transform.localScale = Scaler;
}
}
}
```

Now every time the flydirection is changed the sprite wil flip around on the X-axis by using Vector3Scaler. The same lines are used for both fly directions as it does the same flip every time on the sprite.