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using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class ObjectPushandPull : MonoBehaviour {

    public PlayerPickUp playerPickUp;
    public ObjectGrabbable objectGrabbable;
    public float pushAndPullSpeed = 1.0f;
    public float pushAndPullSpeedIncrement = .01f;
    void Update()
    {
        pushAndPullSpeed = Mathf.Clamp(pushAndPullSpeed, 1f, 5f);
    }

    public void Push()
    {
        if(playerPickUp.canPushOrPull)
        {
            // Debug.Log("Working");
            playerPickUp.objectGrabPointTransform.Translate(Vector3.forward *
Time.deltaTime * pushAndPullSpeed);
            pushAndPullSpeed += pushAndPullSpeedIncrement;
        }
    }
    public void Pull()
    {
        if (playerPickUp.canPushOrPull)
        {
            playerPickUp.objectGrabPointTransform.Translate(-Vector3.forward *
Time.deltaTime * pushAndPullSpeed);
            pushAndPullSpeed += pushAndPullSpeedIncrement;
        }
    }

}

```