

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

public class Buttons : MonoBehaviour
{
    [SerializeField] float pushDistance = 2.0f;
    [HideInInspector]
    public bool isPressed = false;
    // Start is called before the first frame update
    void Start()
    {

    }

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

    }

    private void OnCollisionEnter2D(Collision2D other)
    {
        if (!isPressed)
        {
            if (other.gameObject.CompareTag("Player"))
            {
                isPressed = true;
                transform.Translate(Vector3.down * pushDistance);
            }
        }
    }
}
```