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

public class PlayerMovement : MonoBehaviour
{
    [SerializeField] float speed = 70.0f;
    [SerializeField] float rotationSpeed = 120.0f;
    float boostSpeed;
    Transform boostStartingPosition;
    [SerializeField] Transform boostingPoint;
    Rigidbody2D rgb;
    private void Start()
    {
        rgb = GetComponent<Rigidbody2D>();
        boostSpeed = speed * 5;
    }
    void Update()
    {
        if (!PlayerDeath.isDead)
        {
            //Basic Movement
            if (Input.GetKeyDown(KeyCode.W) || Input.GetKeyDown(KeyCode.UpArrow))
            {
                //rgb.AddRelativeForce(Vector3.up * Time.deltaTime * speed, ForceMode2D.Impulse);
                rgb.AddRelativeForce(Vector3.up * Time.deltaTime * boostSpeed,
ForceMode2D.Impulse);
            }

            //Rotation
            if (Input.GetKey(KeyCode.A) || Input.GetKey(KeyCode.LeftArrow))
            {
                transform.Rotate(0, 0, rotationSpeed * Time.deltaTime, Space.Self);
            }
            if (Input.GetKey(KeyCode.D) || Input.GetKey(KeyCode.RightArrow))
            {
                transform.Rotate(0, 0, -rotationSpeed * Time.deltaTime, Space.Self);
            }

            /*
            //Boost Activation
            if (Input.GetKeyDown(KeyCode.S) || Input.GetKeyDown(KeyCode.DownArrow))
            {
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            boostStartingPosition = boostingPoint;
            //Debug.Log(boostStartingPosition.position);
        }
        //Boost Charge
        if (Input.GetKey(KeyCode.S) || Input.GetKey(KeyCode.DownArrow))
        {
            //Boost Backup Limit
            if (!(transform.position == boostStartingPosition.position))
            {
                transform.Translate(Vector3.down * 0.02f);
            }
            else if (transform.position == boostStartingPosition.position)
            {
                //Boosting Shake Animation
                transform.Translate(Mathf.Sin(Time.time * 40) * 0.005f, 0, 0, Space.Self);
            }
        }
        //Boost Forward
        if (Input.GetKeyUp(KeyCode.S) || Input.GetKeyUp(KeyCode.DownArrow))
        {
            rgb.AddRelativeForce(Vector3.up * Time.deltaTime * boostSpeed,
ForceMode2D.Impulse);
        }
        */
    }


    }
}
```