

IMPLEMENTATION

CreateBall()

```
var geometry = new THREE.SphereBufferGeometry(radius);  
var material = new THREE.MeshPhongMaterial();
```

CreateKinematicBox()

```
var geometry = new THREE.BoxBufferGeometry();  
var material = new THREE.MeshPhongMaterial();  
var kObject = new THREE.Mesh(geometry, material);
```

CreateMap()

```
var group = new THREE.Group();  
var block = createKinematicBox(-200, 5, 0, 10, 10, 400);
```

CreateTimer()

```
var minutes = Math.floor((time % (1000 * 60 * 60)) / (1000 * 60));  
var seconds = Math.floor((time % (1000 * 60)) / 1000);
```