Objects Created by us:
- Cone
- Wedge
- Caltrop
- Diamond
- Spike
- Window

List of objects:
- Box (Castle Walls)
- Cylinder (castle corners)
- Cone (castle corner tops)
- Wedge (drawbridge)
- Diamond (treasure in the middle of the castle)
- Caltrop (caltrops surrounding diamond)
- Spikes(spikes placed on sides of the drawbridge)
- Windows(surrounding the perimeter walls of the castle)

Box:
Four boxes were placed to simulate castle walls, with one used for the pedestal of the diamond.
Box 1 Coordinates: (0.0f, 7.5f, 25.0f)
Box 2 Coordinates: (25.0f, 7.5f, 0.0f)
Box 3 Coordinates: (-25.0f, 7.5f, 0.0f)
Box 4 Coordinates: (0.0f, 7.5f, -25.0f)

Box 5 Coordinates(pedestal): (0.0f, 0.0f, 10.0f)

Cylinder:
Four cylinders placed on the corners of the castle.
Cylinder 1 Coordinates: -25.0f, 21.0f, 25.0f
Cylinder 2 Coordinates: 25.0f, 21.0f, 25.0f
Cylinder 3 Coordinates: -25.0f, 8.5f, -25.0f
Cylinder 4 Coordinates: 25.0f, 8.5f, -25.0f

Cone:
Four cones placed on top of the cylinders.
Cone 1 Coordinates: -25.0f, 21.0f, 25.0f
Cone 2 Coordinates: 25.0f, 21.0f, 25.0f
Cone 3 Coordinates: -25.0f, 21.0f, -25.0f
Cone 4 Coordinates: 25.0f, 21.0f, -25.0f

Wedge:
Two wedges placed opposing each other to simulate a drawbridge
Wedge 1 Coordinates: (0.0f, 35.0f, 0.0f)
Wedge 2 Coordinates: (0.0f, -55.1f, 0.0f)
The wedges were moved on the y-axis and then rotated on their pitch (x-axis) and yaw(y-axis) to get them on their largest side.

Diamond:
Diamond generated as a treasure in the middle of the castle.
Diamond Coordinates: (0.0f, 4.0f, 10.0f) The diamond was placed 4.0f up on the y-axis to place it on top of the pedestal.

Caltrop:
A shape generated to surround the diamond for protection.
Caltrops placed between (-2.0f, 0.325f, 7.0f) and (4.0f, 0.325f, 14f)

Spikes:

Generated to line the drawbridge sides.
Spikes placed between (5.0f, 0.0f, -25.0f) & (5.0f, 0.0f, -50.0f), opposite Spikes placed between (-5.0f, 0.0f, -25.0f) & (-5.0f, 0.0f, -50.0f)
(ACTUAL COORDINATES ARE PLACED FROM (6.0f, 0.0f, -28.0f) TO (6.0f, 0.0f, -41.0f))

Windows:
Placed around the walls to simulate castle windows, with a different one placed at the front to simulate a door.

Window 1 Coordinates: 12.5f, 7.5f, 25.0f
Window 2 Coordinates: -12.5f, 7.5f, 25.0f
Window 3 Coordinates: 12.5f, 7.5f, 25.0f (rotated on the y-axis/yaw)
Window 4 Coordinates: -12.5f, 7.5f, 25.0f (rotated on the y-axis/yaw)
Window 5 Coordinates: 12.5f, 7.5f, -25.0f (rotated on the y-axis/yaw)
Window 6 Coordinates: -12.5f, 7.5f, -25.0f (rotated on the y-axis/yaw)

Window 7 Coordinates (the one for the main entrance): (0.0f, 7.5f, -25.0f)
The door was scaled to 10.0f across the XYZ axis.