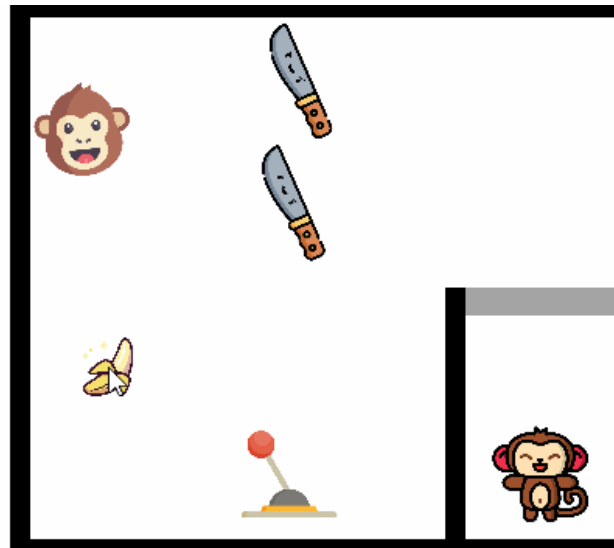# Exercise: Monkeyrotations

Preparation

Download the Project from the resources and open it in Unity

1. Rotate Machetes

Create a new Script *ConstantRotation.cs* and put it onto the machetes.
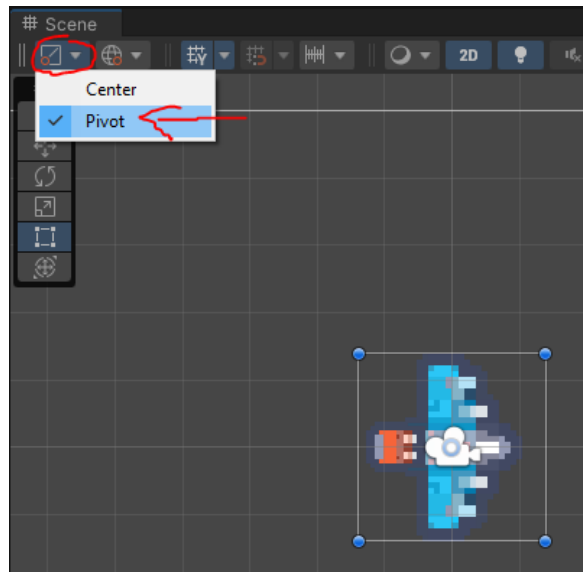It should continuously rotate them.

2. Monkey Movement and Rotation

Open the *MonkeyScript.cs*
   a) The monkey should move automatically toward the mouse… or the banana :)
   b) The monkey should also rotate toward the mouse

3. Lever Rotation

   a) Make sure to set the handleposition to "Pivot":

b) Open the script *Lever.cs*
In the Method *OnTriggerEnter2D()* the variable *_isLeverLeft* is already set as soon as the player touches the lever.
Expand the code, so that the lever rotates left or right depending on if it is pressed or not.
Hint: You don't want to rotate the whole GameObject but only the lever without the base of the lever.

4. Open the door

When the lever is pressed the door should open.
Hint: In order to make this look decent you need to change the pivot of the door:
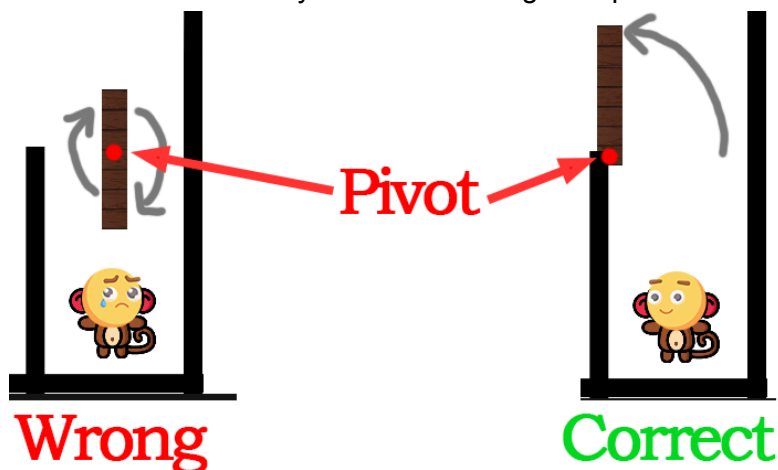
5. Advanced: Animate lever and door

Instead of instantly flipping the door and the lever try to animate them.