**LitterDataHandler**

Needs to contain the LitterDataList ScriptableObject (found at Assets/ScriptableObjects/Litter/DataList). Doesn’t need to be in scene, just exists to trigger the OnValidate() function in LitterDataUpdater (toggle the checkbox, true or false doesn’t matter).  
  
**CustomerTest (both)**Just need to be drag and dropped into the scene (so far).   
Contains a LitterDropper (set min and max times for litter drop delay) and Seeker (Make sure the Path Search Radius isn’t 0, so they move around. Agent is set in script).  
  
The trolley object in the Trolley customer contains an Obstacle component, need to add a reference to the Player Life in scene (ask Dan S if there are any questions, it’s his script).

**Bin(Bank)**Contains a Bin component, just needs the bin type.   
  
**Litter**

Deprecated, no longer needed.   
  
**TestLitter**Place into the scene. If you want to test a specific LitterData then add the ScriptableObject as a reference. A random LitterData will be chosen if it is null. If you want to randomise the tool, tick the checkbox.

**PowerUps**Just need to adjust values in the PowerUp components, currently drag and drop.