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**Why did it move, why didn’t it move?**

Did Move:

* Red Sphere 1: Has a rigid body and collides with the moving Orange Sphere, which also has a rigid body.
* Orange Sphere: Has a rigid body and “Move It” script implemented.
* Purple Sphere: Has “Resize It” script implemented.
* White Sphere 2: Has a rigid body and gravity enabled and “Is Kinematic” disabled.
* Grey Sphere: Has a rigid body, gravity enabled, and is situated in the air. Therefore when the play button is pressed, the Grey Sphere falls onto the platform.
* Black Sphere: Has Sphere Collider disabled and Gravity enabled.
* Black Cube: Has a rigid body and collides with the moving Orange Sphere, which also has a rigid body. The Black Cube also has Gravity enabled.

Didn’t move:

* Blue Cube: Has no scripts or rigid body implemented.
* Red Sphere 2: Has no scripts or rigid body implemented.
* Green Capsule: Has a rigid body and collides with Purple Cube, but the Purple Cube doesn’t have a rigid body.
* Yellow Cylinder: Has no scripts or rigid body implemented.
* White Sphere 1: Has a rigid body but gravity disabled and “Is Kinematic” enabled.
* Yellow Cube: Has no scripts or rigid body implemented.

**What did you add or remove from the object that made it behave how it did?**

The Black Sphere fell through the plane because the sphere collider is turned off so when it hits the plane it does not create a collision

The Gray Sphere has the sphere collider turned on so when it hit the plane it created a collision and did not fall through

The Black Cube flies into infinite space because it has gravity turned off so when the white sphere hits it it keeps in momentum and launches into space

Red Sphere 1 drops to the ground because it has gravity enabled in the rigidbody it then when its hit by the orange sphere and the collision happens because is kinematic is turned off

Red Sphere 2 does not move when hit by the orange sphere because is kinematic is turned on so its only can be moved by a script

White Sphere 2 drops to the because it has gravity enabled then when its hit by the orange sphere the collision happens because is kinematic is turned off

White Sphere 1 does not fall because is gravity is turned off and does not move when hit by the Orange Sphere because it has is kinematic turned on which means it can only be moved by a script