Description

In this exercise, a cube will be controlled via the keyboard and interact with other objects. Additionally, the goal is to work with Rigidbodies to understand physical effects in Unity.

Tasks

1. **Basic Movement of a Cube:**
   - Create a new Unity scene and add a cube GameObject.
   - Implement a script that allows the cube to be controlled using the arrow keys or WASD (Documentation about that with example).
   - Use either the Transform function or Rigidbody functions such as AddForce or velocity.
   - Test the movement and ensure it is responsive and smooth.
2. **Interaction with Rigidbodies:**
   - Create multiple objects with a Rigidbody Component in the scene (e.g., spheres or blocks) to do this, click on the Object and then in the inspector on the right click 'add component'.
   - Add a Rigidbody component to the cube with the movement script so that the cube can collide with these objects and push them.
   - Experiment with different masses and physics properties of the objects (by changing values in the Rigidbody component of the other objects).
   - Observe how the collisions behave and how different settings impact the physical interactions.
3. **Advanced Challenges (Optional):**
   - Implement a jump function for the cube (hint: addforce Vector.up).
   - Add functionality that is triggered upon collision with a Rigidbody (On collision enter / On trigger enter).

Most importantly: Have fun implementing and experimenting!