1. Ground
   1. When you start the scene, you will notice a dynamic object falling in the distance travels through the plane object
   2. Make sure the a-plane entity is a static-body
   3. Refresh the scene and check to see if the object in the distance collides with the ground
2. Moveable Box
   1. There is an orange box above you but it seems to be stuck in midair
   2. We need the object to fall to gravity, add an attribute that will make it dynamic
   3. For fun, let’s make the box heavier by setting the mass to 4
   4. Refresh the scene and watch the box fall to the plane!
3. Immovable Cylinder
   1. We would like the cylinder to remain still in midair but be able to interact with the other objects in the scene
   2. So let’s make sure that it is static by adding the static-body attribute to the a-cylinder
4. Spring System
   1. We would like the a-dodecahedron to bounce up and down from the a-box above it
   2. To do this, give the a-box an id with any name of your choosing
   3. We also want to make sure it is static as well!
   4. Now, for the a-dodecahedron, we need it to be dynamic and define the spring attribute
      1. We need the target to be the same as the name from the id in a-box
      2. Let’s choose a damping of 0.2 and a stiffness of 50
   5. Now, refresh the A-Frame scene and watch the dodecahedron bounce up and down without making contact with the plane below
5. EXTRA: Leap Motion Controller Hands
   1. First, make sure to add the correct script that enables Leap Motion Controllers
      1. There is a repository called openleap, and the code to insert along with the other scripts is:

<script src="https://unpkg.com/aframe-leap-hands@0.8.0/dist/aframe-leap-hands.umd.js"></script> <!-- Leap Motion Controller SDK -->

* + 1. This will add the JavaScript that allows our Leap Controller to work with A-Frame
  1. Now, within the a-entity element that has camera and look-controls define, we need to add the leap hands
     1. Using the documentation found here, see if you find out what child elements need to be added to the a-entity element in order to get the Leap Hands into you’re A-Frame scene
     2. Last thing we need to do is add physics to our hands
     3. In the leap-hand attribute of each hand, we need to add enablePhysics: true after hand: left/right;
        1. Just make sure there is a “;” after hand: left/right and before enablePhysics: true
  2. Done! Now, when we refresh our scene, we can not only see our leap motion hands, but we can use our hands to push the orange box and interact with the VR environment!