1. Open up the ***helloyphysics.html*** file
2. First change we need to make is to tell A-Frame that we are using ammo for our driver
   1. HINT: The change needs to be made in a-scene to one of its attributes, called physics
3. Define the physics properties for the stationary planes
   1. You will notice that ammo-body and ammo-shape were added but nothing appears in the quotation marks (the value)
   2. Make the a-plane for Static Ground Layer 1 and Static Ground Layer 2 have an ammo-body of type static and ammo-shape of type box
4. Define physics properties for the moveable spheres
   1. These spheres/balls will traverse the planes/ramps in our A-Frame scene
   2. You’ll notice that in ammo-body for the a-sphere objects that collisionFilterGroup is set to 1 or 2. This means that the spheres will tell A-Frame which collision group the object is a part of, so that it only collides with some objects in the scene
   3. Make the spheres both dynamic and make the ammo-shape of type sphere
   4. For the a-sphere in Dynamic Sphere Layer 2, change the gravity to 1/6th of Earth’s gravity
      1. Remember, we only need to change the y-value of gravity and leave x and z at 0
      2. 1/6th of Earth’s gravity is -1.63
5. Add planes/ramps to correct collision masks
   1. We want our planes to collide with our dynamic spheres when they drop due to gravity
   2. To do that, we add a collisionFilterMask to the ammo-body attribute
   3. The a-plane’s collisionFilterMask for Static Ground Layer 1 should be 1
   4. The a-plane’s collisionFilterMask for Static Ground Layer 2 should be 2
6. Make cube a kinematic object
   1. This cube will push one of the spheres off of the bottom ramp
   2. First, make the a-box in Kinematic Cube Layer 2 kinematic and add it to the collisionFilterMask of 2
   3. Give the a-box an ammo-shape of box
   4. Lastly, tell the a-box to have a velocity of 1 units of speed to the right of your computer screen
      1. Remember to leave y and z at 0
      2. HINT: the right direction is positive x!
7. Let me know if you have any questions or concerns!