**Project Light Game tutorial**

This is the last part of the tutorials where it allows you to rotate all the main game piece objects

**Task 1. Change to scene 4 and proceed with instructions.**

* Open part 4 scene
* Go to the hierarchy
* Click on any of the “RotaryObject’s”
* Go into the inspector and double click on the RotaryClick code

**Task 2. Set up variables.**

* Create a public float called “rotationSpeed” and give it a value of “5f”

It should appear like this:

public float rotationSpeed = 5f;

**Task 3. Code the function to make it rotate upon click and hold.**

* Below Update() create a new private function called “OnMouseDrag()”
* In “OnMouseDrag()’s” {}, type:

“float XAxisRoatation = Input.GetAxis("Mouse X") \* rotationSpeed;

transform.Rotate(Vector3.down, XAxisRoatation);” with this, it focuses just on the mouse click and x axis motion of the mouse to allow the object to rotate in the world accordingly.

Save the file, go back to unity and click play.

Press the Green box to start the chain reaction.

If the light particle is in a permanent loop then you have done everything correctly, if not, go back and retrace your steps.

After the particle has looped around the game objects, try to break the circuit by rotating one of the LR objects around the emitter(green box).

If you have broken the circuit it should stop going round and fire the particle into space which you can try to follow it with the arrow keys or WASD keys. Ending this 4 part tutorial.