**Assignment 1 Explanations**

**1. Blue Cube**

The blue cube does not move because it does not have a script connected to it and no other object is interacting with it. It does not sit on the plane because it does not have a rigidbody.

**2. Red Sphere 1**

The red sphere 1 moves when the orange sphere connects with it because it has a rigidbody that uses gravity and is not kinematic. When the game starts, it just falls from its position onto the top of the plane.

**3. Red Sphere 2**

The red sphere 2 does not move when it connects with the orange sphere because it does not have a rigidbody and therefore the orange sphere goes through it. When the game starts, it does not fall onto the top of the plane.

**4. Green Capsule**

The green capsule does not move because it does not have a script connected to it and no other object is interacting with it. It does sit on the plane because it has a rigidbody.

**5. Yellow Cylinder**

The yellow cylinder does not move because it does not have a script connected to it and no other object is interacting with it. It does not sit on the plane because it does not have a rigidbody.

**6. Orange Sphere**

The orange sphere moves because the MoveIt script is connected with it and it goes through objects that are kinematic and moves objects that are not kinematic. It does not fall onto the plane.

**7. Purple Cube**

The purple cube moves because the ResizeIt script is attached to it. It does not sit on the plane because it does not have a rigidbody.

**8. White Sphere 1**

The white sphere 1 does not move when it connects with the orange sphere because it has a rigidbody but is kinematic and therefore the orange sphere goes through it. When the game starts, it does not fall onto the plane.

**9. White Sphere 2**

The white sphere 2 moves when the orange sphere connects with it because it has a rigidbody that uses gravity and is not kinematic. When the game starts, it just falls from its position onto the top of the plane.

**10. Grey Sphere**

The grey sphere falls onto the plane and sits on top of it because it has a rigidbody using gravity.

**11. Black Sphere**

The black sphere falls through the plane because it has its collider removed. It does have a rigidbody.

**12. Yellow Cube**

The yellow cube moves because the RotateIt script is attached to it. It does not sit on the plane because it does not have a rigidbody.

**13. Black Cube**

The black cube moves when the orange sphere connects with it because its collider is on and it has a rigidbody which allows it to be knocked off the plane.