Make empty spawn point object

Set different spawn point locations via objects

Set 4 spawn points for cubes between each other on a primitive object, color recipe to follow

Place vicinity spawn points as capsules

Code correct capsules to disappear upon click

Score and timer count will be displayed on the game window

Upon clicking play, a timer starts from 60 seconds, counting down by 1 second until 0

Cube objects appear upon spawn points, showing different color recipe

Cursor movement is coded and active, should rotate the camera while holding the right click

Left click on capsules to get the right recipe, disappearing upon click

If clicked correctly, console states correct choice, player keeps playing until they hit the correct combinations, score is increased, capsules and recipe randomize

If clicked incorrectly, console states the click was incorrect, no score is added, capsules randomize including the recipe, player can keep playing

When timer hits 0, game will end, and the player will be unable to click on capsules, no score will increase

Upon game over, pressing the space key will reset the game back at the start

Game loops, timer and score are reset, recipe blocks and capsules are randomized