

When creating the mini-game, AI was used in addition to the Unity documentation. For context, the small cube is the object "Rod" and the small sphere is "Rod2". When the scene starts, the following should happen: the large cube should start moving in a circle on the X, Y axis, the player should gain control of the small cube with the WASD buttons and the small sphere with the mouse. The purpose of this scene is as follows: the player must keep the small cube at a certain distance (no further and no closer X and Y) from the large cube, and when the distance is observed, the player must also point the small sphere at the large one and hold it there for 5 seconds continuously and at this fulfilling the conditions of the cubes. A large sphere also pushes out a small one, creating additional interference. In addition to this, there are two objects on the scene, the purpose of which is to limit the movements of a small cube and a sphere in a circle around them. If the player fulfills all the conditions and lasts 5 seconds, then the scene changes to the one from which it was accessed. If the conditions of the small cube are not met, it is colored red, if it is, it remains white. If the conditions of the small sphere are not met, it remains white, if it is, it turns green