

Platforms

- for Holding Objects (e.g. Dominos)
- Tracks for Marbles etc. -> Tunnels / Hoppers / Funnels
- Platforms with different properties (speedup, drag, bounce, etc.)
- Springs / Cannons
- Belts

Dominos

- placed on static Platform
- start and end of sequence
- determine size and placement?
- slopes

Marble / Spheres

- trigger to start moving on track
- different size and properties

Rotators

- rotating mills
- connection objects or transport objects like marbles
- Gears

Camera needs to track Object in focus