

Scene1: Place three objects onto their corresponding platform.

```
"taskUnits": [
```

```
{ "actionUnits": [
```

```
{ "type": "Grab",  
  "source_object_name": "Cube_salle2",  
  "source_object_fileID": 194480315,  
  "target_object_name": "collider_porte",  
  "target_object_fileID": 1631101808}
```

```
  "type": "Grab",  
  "source_object_name": "Pyramid_salle2",  
  "source_object_fileID": 863577851,  
  "target_object_name": "collider_porte",  
  "target_object_fileID": 1339877303}
```

```
  "type": "Grab",  
  "source_object_name": "Sphere_salle2",  
  "source_object_fileID": 284893529,  
  "target_object_name": "collider_porte",  
  "target_object_fileID": 1137377008}
```

```
}
```

```
{
```

```
  "actionUnits": [
```

```
{ "type": "Trigger",  
  "source_object_name": "Sender (1)",  
  "triggering_time": 0.5,  
  "source_object_fileID": 807270095,  
  "triggering_events": [
```

```
    {
```

```
      "methodCallUnits": [
```

```
        {
```

```
          "script_fileID": 829909757,  
          "method_name": "SetLaser",
```

```
        ]
```

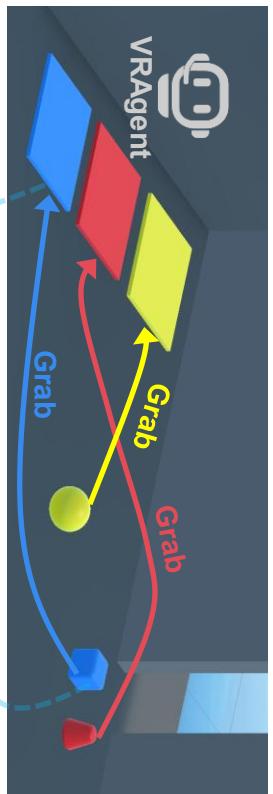
```
      ]
```

```
    ]
```

```
  ]
```

```
]
```

Task-1



Task-2



Action-1
Action-2
Action-3

Action-1
Action-2
Action-3

Action-1
Action-2
Action-3

Scene2: Trigger the laser sender.