**Research Notes for manipulating physics objects in Unity**

<https://www.youtube.com/watch?v=Xv-c3-IOnM0> – A good video that outlines a way to create something very similar to what we want.

The following script works:

public class ThrowObject : MonoBehaviour

{

public GameObject playerCamera;

public GameObject player;

public float throwStrength = 10;

void Update()

{

if (Input.GetMouseButtonDown(0))

{

GetComponent<Rigidbody>().AddForce(playerCamera.transform.forward \* throwStrength, ForceMode.Impulse);

}

}

}