```
public GameObject target;
        private bool stop = false;
        public GameObject other;
        private bool stopf = false;
        void Start () {
        other.transform.renderer.material.color = Color.blue ;


        }

        void Update () {
        if(!stop)
        target.transform.renderer.material.color = Color.red ;
        target.transform.Rotate (5, 0, 0);
        if(!stopf)
        other.transform.Rotate (0, 0, 0);

    float dist = Vector3.Distance(other.transform.position,
transform.position);

    if(Input.GetKeyUp(KeyCode.F))
                {
                if(dist <=1)
            {
        stop = !stop;
        target.transform.renderer.material.color = Color.blue ;
            stopf = !stopf;
            other.transform.Rotate (0, 0, 10);
        }
      }
   }
}
```