Code for timegaze:-

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class timedgaze : MonoBehaviour {

public float gazeTime = 2f;

private float timer;

private bool gazedAt;

// Use this for initialization

void Start () {

}

// Update is called once per frame

void Update () {

if (gazedAt)

{

timer += Time.deltaTime;

if (timer >= gazeTime)

{

transform.position += new Vector3(0f, 1f, 0f);

timer = 0f;

}

}

}

public void pointerenter()

{

//Debug.Log("pointer enter");

gazedAt = true;

}

public void pointerexit()

{

//Debug.Log("pointer exit");

gazedAt = false;

}

public void pointerdown()

{

Debug.Log("pointer down");

}

}

To move cube upward:-

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class pp : MonoBehaviour

{

// Use this for initialization

void Start()

{

}

// Update is called once per frame

void Update()

{

}

public void MoveBoxUp()

{

transform.position += new Vector3(0f, 1f, 0f);

}

}

To rotate the cube:-

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class moveright : MonoBehaviour

{

// Use this for initialization

void Start()

{

}

// Update is called once per frame

void Update()

{

}

public void MoveBoxright()

{

transform.Rotate(0, 0, 1);

}

}

To move upward by clicking left button

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class jj : MonoBehaviour

{

// Use this for initialization

void Start()

{

}

// Update is called once per frame

void Update()

{

if (inputmousebutton(0))

{

transform.position += new Vector3(0f, 1f, 0f);

}

}

}

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Color changing by clicking mouse

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

//Make sure to change the class name (CCSphere) to whatever you called your script.

public class nh : MonoBehaviour

{

public Material[] materials;//Allows input of material colors in a set size of array;

public Renderer Rend; //What are we rendering? Input object(Sphere,Cylinder,...) to render.

private int index = 1;//Initialize at 1, otherwise you have to press the ball twice to change colors at first.

// Use this for initialization

void Start()

{

Rend = GetComponent<Renderer>();//Gives functionality for the renderer

Rend.enabled = true;//Makes the rendered 3d object visable if enabled;

}

public void moveupbox()

{

if (materials.Length == 0)//If there are no materials nothing happens.

return;

index += 1;//When mouse is pressed down we increment up to the next index location

if (index == materials.Length + 1)//When it reaches the end of the materials it starts over.

index = 1;

print(index);//used for debugging

Rend.sharedMaterial = materials[index - 1]; //This sets the material color values inside the index

}

}

Color changing:-

using UnityEngine;

using System.Collections;

public class Cubes : MonoBehaviour

{

void Update()

{

if (Input.GetMouseButtonDown(0))

{

gameObject.GetComponent<Renderer>().material.color = Color.red;

}

if (Input.GetMouseButtonDown(1))

{

gameObject.GetComponent<Renderer>().material.color = Color.green;

}

}

}

Color changing

using UnityEngine;

using System.Collections;

public class dd : MonoBehaviour

{

Ray ray;

RaycastHit hit;

void Update()

{

//Be sure to have a main camera that is tagged "MainCamera" for this example to work.

ray = Camera.main.ScreenPointToRay(Input.mousePosition);

if (Physics.Raycast(ray, out hit))

{

//Left Click, change to red.

if (Input.GetMouseButtonDown(0))

{

hit.collider.GetComponent<Renderer>().material.color = Color.red;

}

//Right Click, change to blue.

if (Input.GetMouseButtonDown(1))

{

hit.collider.GetComponent<Renderer>().material.color = Color.blue;

}

}

}

}

Livingroom colorchnage

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

//Make sure to change the class name (CCSphere) to whatever you called your script.

public class tochangematerial : MonoBehaviour

{

public Material[] materials;//Allows input of material colors in a set size of array;

public Renderer Rend; //What are we rendering? Input object(Sphere,Cylinder,...) to render.

private int index = 1;//Initialize at 1, otherwise you have to press the ball twice to change colors at first.

// Use this for initialization

void Start()

{

Rend = GetComponent<Renderer>();//Gives functionality for the renderer

Rend.enabled = true;//Makes the rendered 3d object visable if enabled;

}

public void moveupbox()

{

if (materials.Length == 0)//If there are no materials nothing happens.

return;

index += 1;//When mouse is pressed down we increment up to the next index location

if (index == materials.Length + 1)//When it reaches the end of the materials it starts over.

index = 1;

print(index);//used for debugging

Rend.sharedMaterial = materials[index - 1]; //This sets the material color values inside the index

}

}

To rotate right

transform.Rotate(0, 1, 0);

timedgaze for sphere to change material:-

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class spheretimegaze : MonoBehaviour {

public float gazeTime = 2f;

private float timer;

private bool gazedAt;

// Use this for initialization

void Start () {

}

// Update is called once per frame

void Update () {

if (gazedAt)

{

timer += Time.deltaTime;

if (timer >= gazeTime)

{

timer = 0f;

}

}

}

public void pointerenter()

{

//Debug.Log("pointer enter");

gazedAt = true;

}

public void pointerexit()

{

//Debug.Log("pointer exit");

gazedAt = false;

}

public void pointerdown()

{

Debug.Log("pointerdown");

}

}

To rotate euler angles:-

transform.Rotate(transform.rotation.eulerAngles + new Vector3(0f, 0.1f, 0f));

livingroom -torotaechair:-

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class torotate : MonoBehaviour {

public float gazeTime = 2f;

private float timer;

private bool gazedAt;

// Use this for initialization

void Start () {

}

// Update is called once per frame

void Update () {

if (gazedAt)

{

timer += Time.deltaTime;

if (timer >= gazeTime)

{

transform.Rotate(transform.rotation.eulerAngles + new Vector3(0f, 0.1f, 0f));

timer = 0f;

}

}

}

public void pointerenter()

{

gazedAt = true;

}

public void pointerexit()

{

gazedAt = false;

}

}

Livingroom to change material of floor:-

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

//Make sure to change the class name (CCSphere) to whatever you called your script.

public class tochangematerial : MonoBehaviour

{

public float gazeTime = 2f;

private float timer;

private bool gazedAt;

public Material[] materials;//Allows input of material colors in a set size of array;

public Renderer Rend; //What are we rendering? Input object(Sphere,Cylinder,...) to render.

private int index = 1;//Initialize at 1, otherwise you have to press the ball twice to change colors at first.

// Use this for initialization

void Start()

{

Rend = GetComponent<Renderer>();//Gives functionality for the renderer

Rend.enabled = true;//Makes the rendered 3d object visable if enabled;

}

void Update()

{

if (gazedAt)

{

timer += Time.deltaTime;

if (timer >= gazeTime)

{

if (materials.Length == 0)//If there are no materials nothing happens.

return;

index += 1;//When mouse is pressed down we increment up to the next index location

if (index == materials.Length + 1)//When it reaches the end of the materials it starts over.

index = 1;

print(index);//used for debugging

Rend.sharedMaterial = materials[index - 1]; //This sets the material color values inside the index

timer = 0f;

}

}

}

public void pointerenter()

{

//Debug.Log("pointer enter");

gazedAt = true;

}

public void pointerexit()

{

//Debug.Log("pointer exit");

gazedAt = false;

}

}