1. **Drag and Drop Script:** Used for Training Mode.

DRAG AND DROP SCRIPT

```
using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class pickandplace : MonoBehaviour

{

  public Transform theDest;

    void OnMouseDown()

  {

    GetComponent<BoxCollider>().enabled = false;

    GetComponent<Rigidbody>().useGravity = false;

    this.transform.position = theDest.position;

    this.transform.parent = GameObject.Find("Destination").transform;

  }

  void OnMouseUp()

  {

    this.transform.parent = null;

    GetComponent<Rigidbody>().useGravity = true;

    GetComponent<BoxCollider>().enabled = true;

  }
```