**Change color script:**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class ChangeColor : MonoBehaviour

{

public Color[] colors;

public Renderer[] mats;

public void Red()

{

for(int i=0;i<mats.Length;i++)

mats[i].material.color= colors[0];

}

public void Black()

{

for(int i=0;i<mats.Length;i++)

mats[i].material.color= colors[1];

}

public void Blue()

{

for(int i=0;i<mats.Length;i++)

mats[i].material.color= colors[2];

}

public void Yellow()

{

for(int i=0;i<mats.Length;i++)

mats[i].material.color= colors[3];

}

}

**Rotate Script:**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class rotate : MonoBehaviour

{

public Vector3 rot;

void Update()

{

transform.Rotate(rot\*Time.deltaTime);

}

}