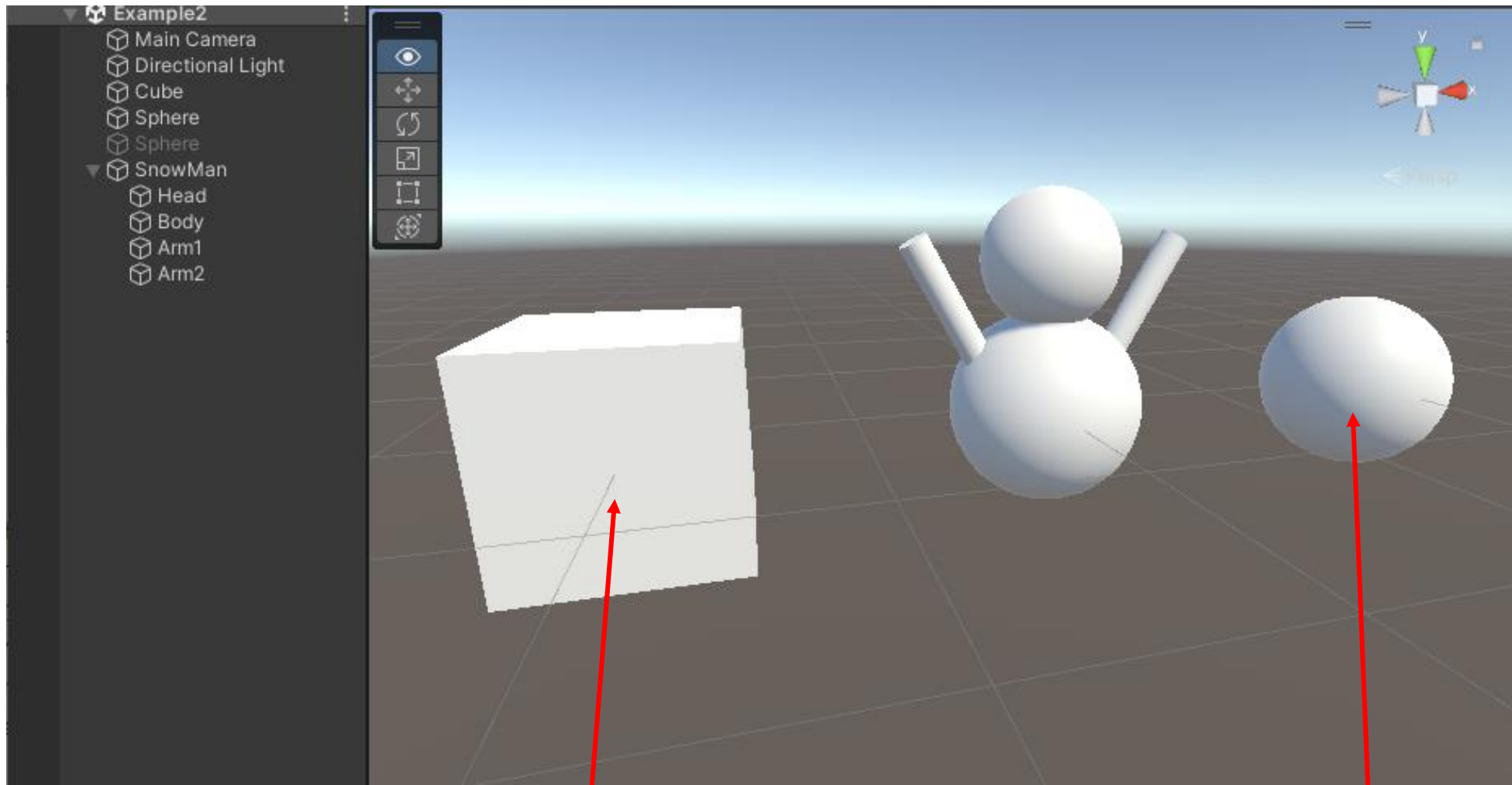


GameObject 구성



CubeScript.cs

SphereScript.cs