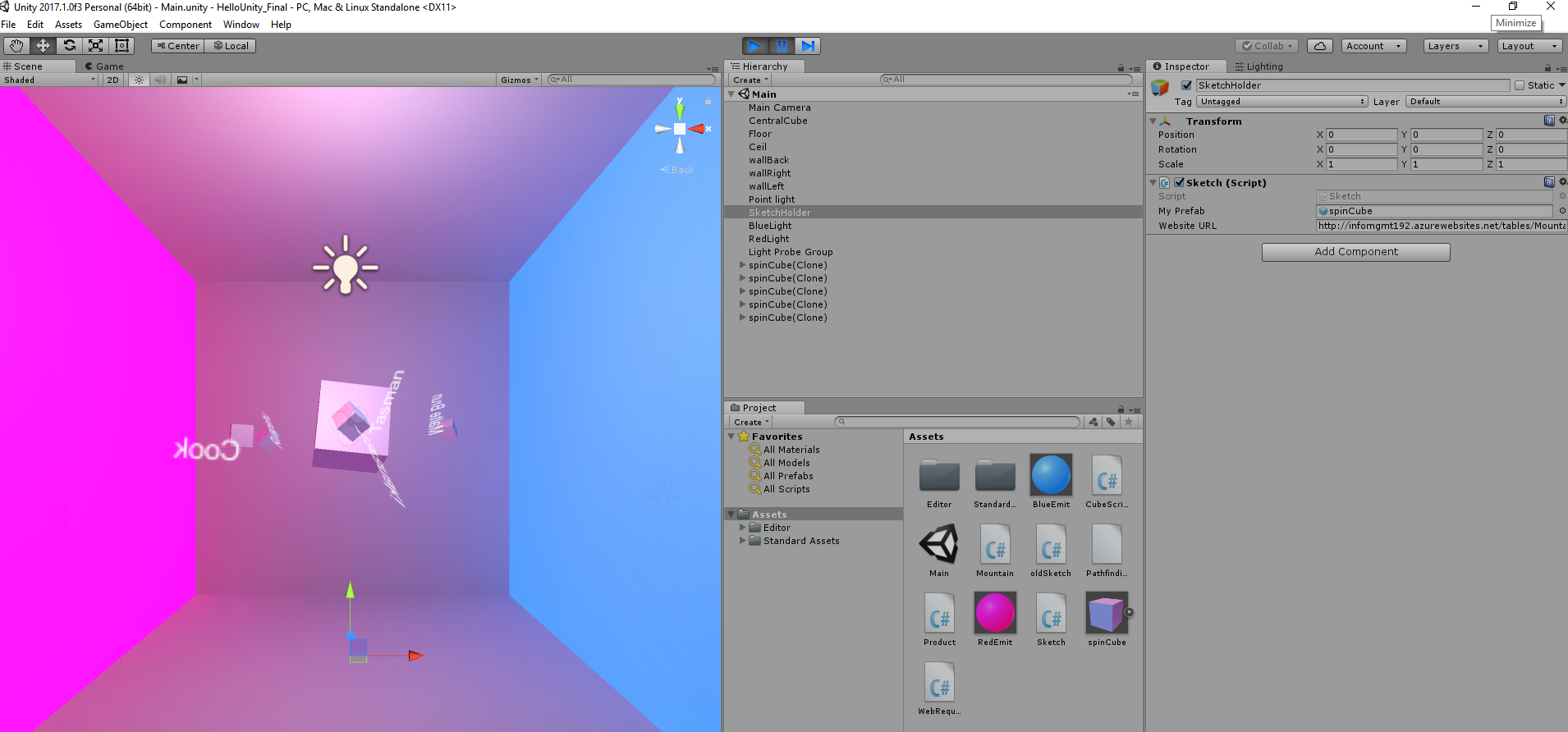
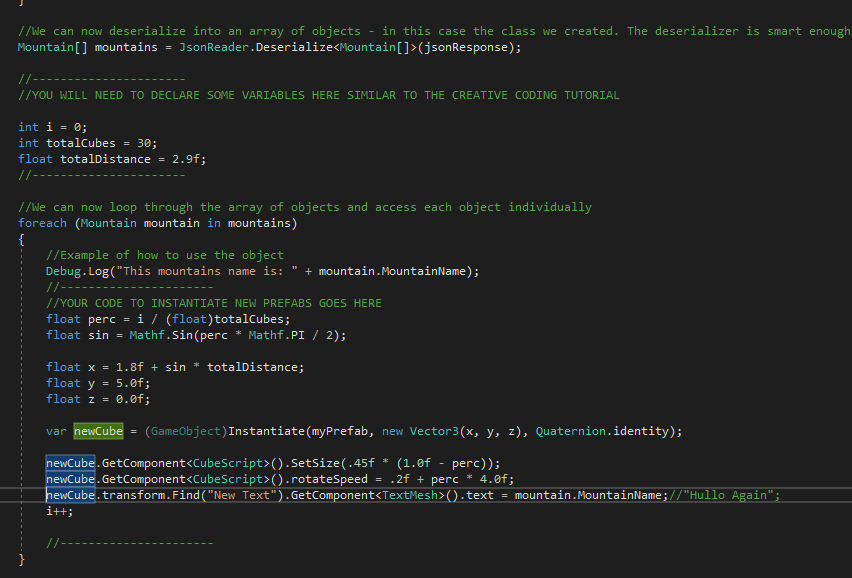
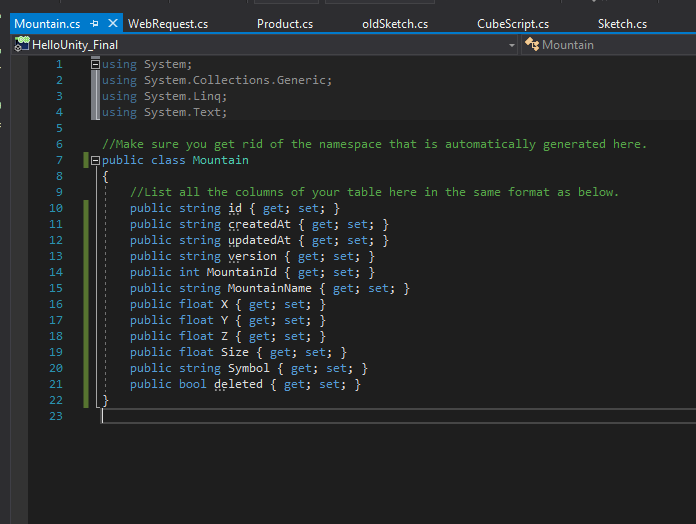
Lab practice test 2 - Jyou338, 6341092

<https://github.com/jyou338/Hello-Unity/tree/master/HelloUnity_Final>

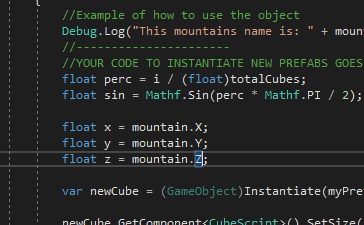
1. and 2.

Created new mountain class to deserialize the GET request into mountain objects.





3.

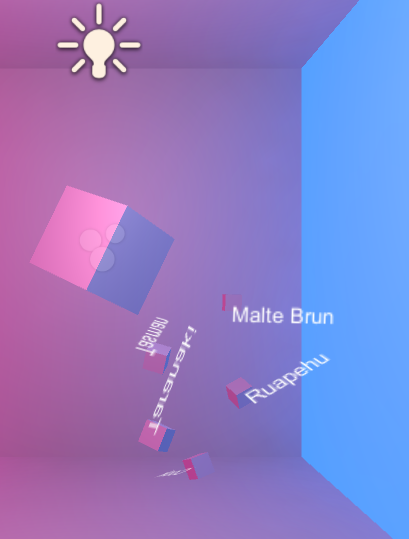
Set the instantiated x, y, and z values to the mountain object x, y, and z values.

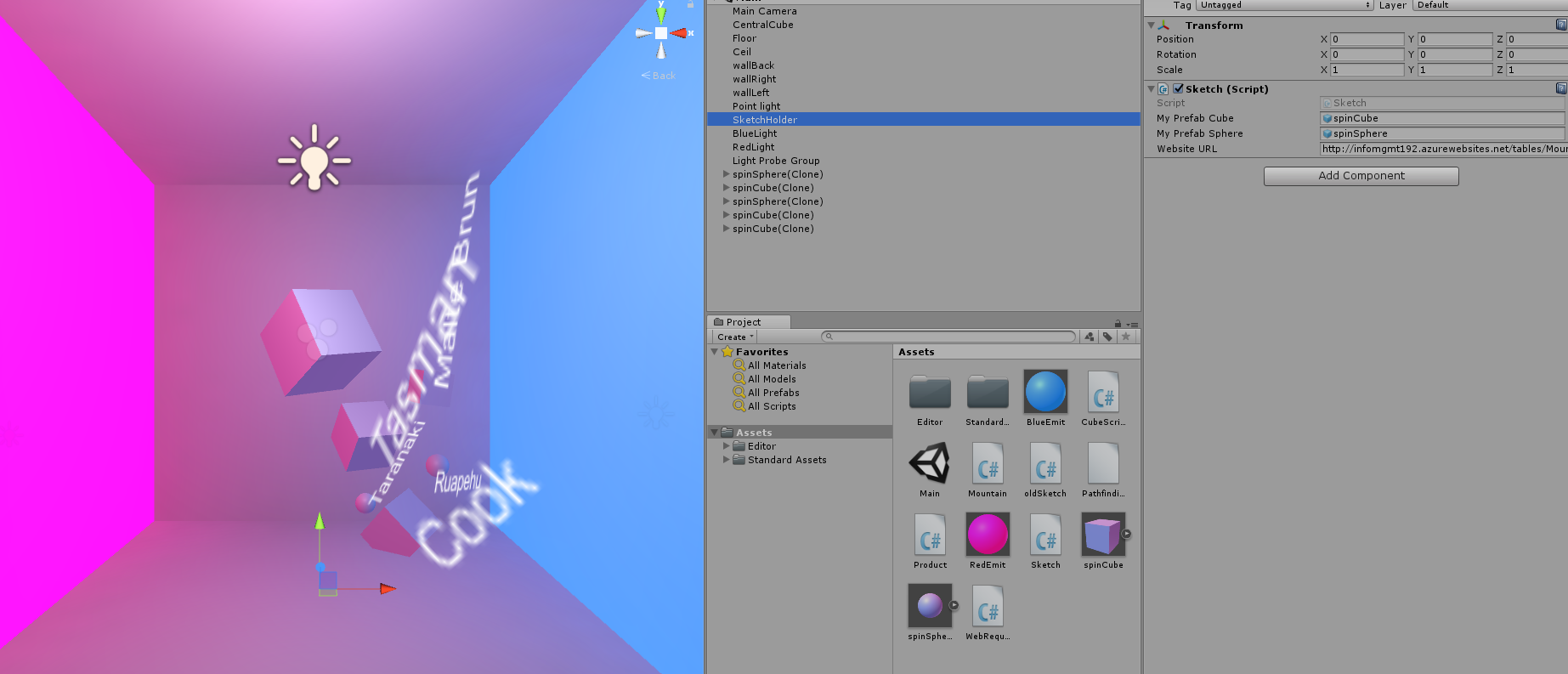
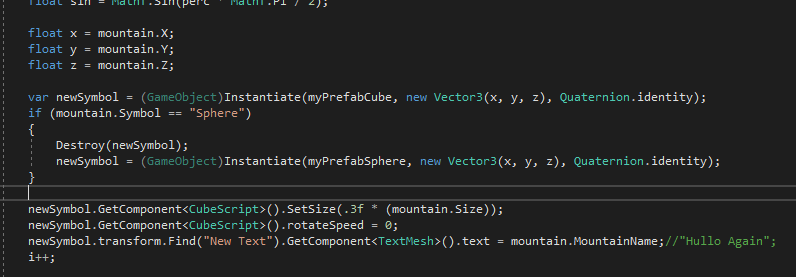
4.

Made them stop spinning around the central cube but setting rotateSpeed to 0.

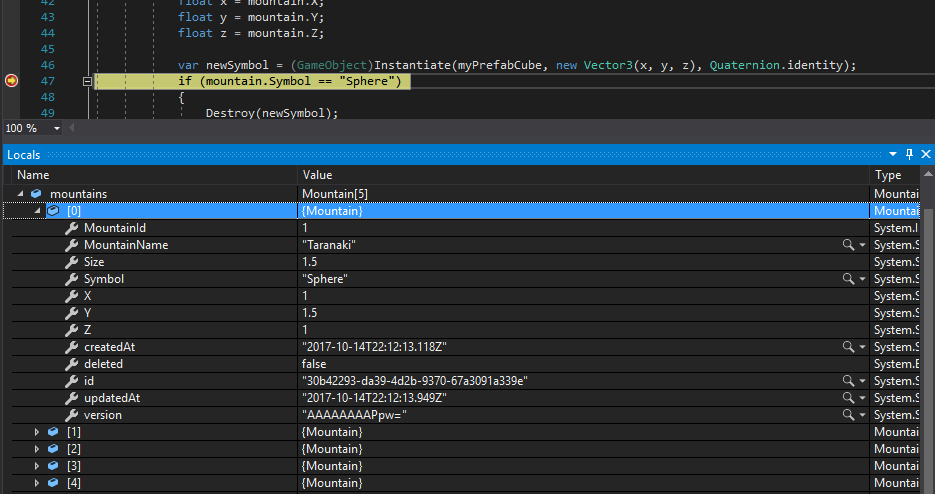
Set the size using mountain size \* 0.2f.

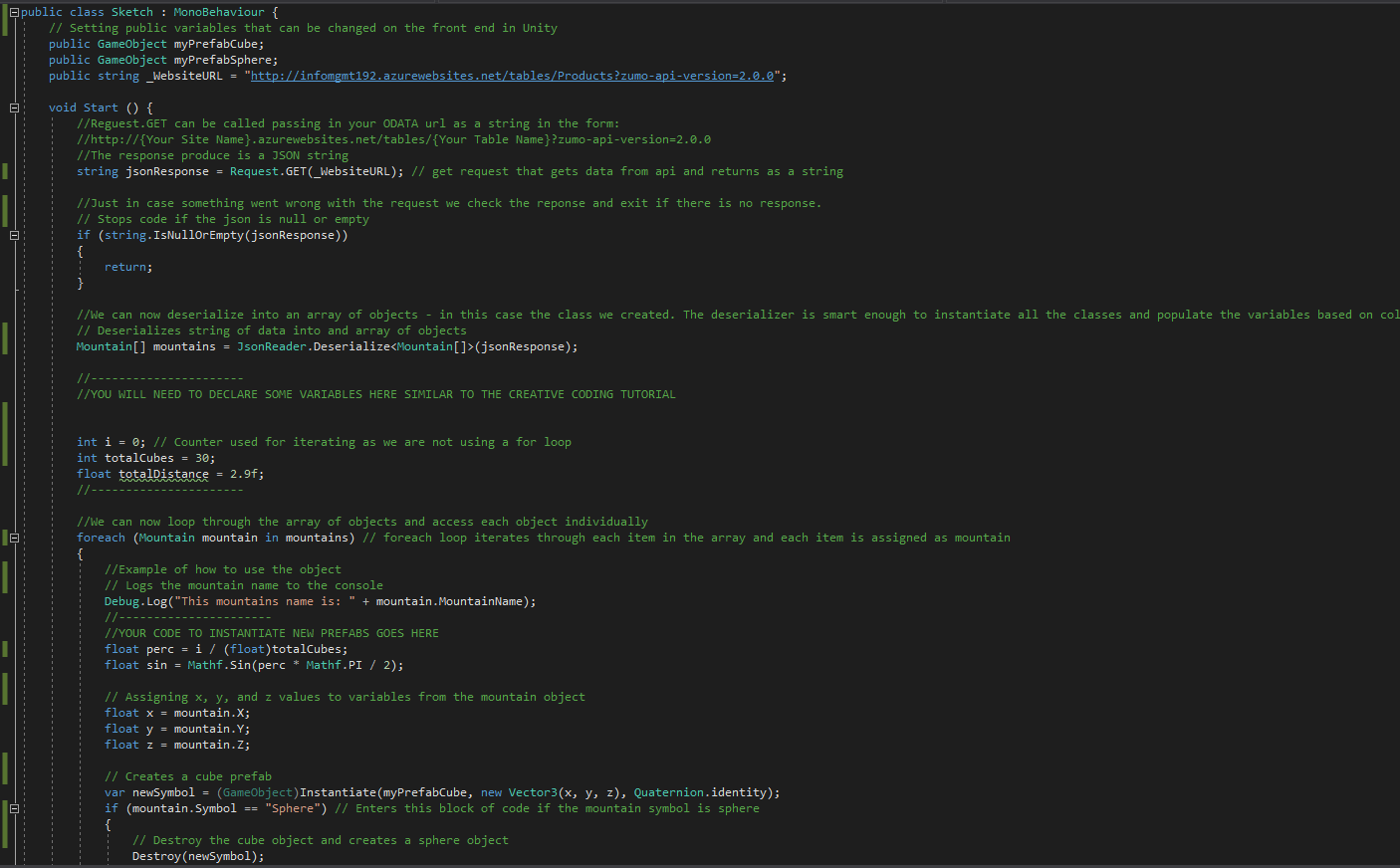
Created new spinSphere prefab and set it as a variable in the Sketch script. Depending on the symbol property, I create a cube or sphere prefab.





5.



6.

