GAME3111-Assignment 1- Objects locations based on sketch

Grid =0,0,0

CornerTowers =(8, 0.5, 13), (-8, 0.5, 13), (-8, 0.5, -13), (8, 0.5, -13)

Cones ==( 8, 7.5, 13), (-8, 7.5, 13), (-8, 7.5, -13), (8, 7.5, -13)

Right Wall =(8,0.5, 0)

Left Wall =(-8,0.5, 0)

Back Wall =(0, 0.5, 13)

Front Walls =(4, 0.5, -13), Front Walls =(-4, 0.5, -13)

Stairs = ( 0, 0.5, -14)

Diamond(0, 7.5, 0)

Gate Towers (4, 0.5, -13), (-4, 0.5, -13)

Bushes Left (-4, 0.0, -10) (-4, 0.0, -7) (-4, 0.0, -4)

Bushes Right (4, 0.0, -10) (4, 0.0, -7) (4, 0.0, -4)

Castle (0, 0.5, 7)

Castle Pyramid (0, 0.5, 8)

Carpet (0,0.5, -8.5)

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