```
using UnityEngine;
using System.Collections;
/*
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 */

public class StopperCreator : MonoBehaviour
{
                public Collider stopper;
                // Use this for initialization
                void Start ()
                {
                                for (int i = 0; i < 8; i++) {
                                                Collider newStopper =
(Collider)Instantiate (stopper, transform.position + new Vector3 (0.0f, 1.7f,
7f), Quaternion.identity);


newStopper.transform.Rotate (257, 0, 0);


                                                if (i % 2 == 0) {

newStopper.transform.Rotate (0, 0, 90);
                                                }

newStopper.transform.RotateAround (transform.position, Vector3.up, (360 / 8)
* i);

newStopper.transform.parent = transform;
                                }
                }
}
```