This is a humanoid model I made with Blender 3D. It can walk, turn, and kick the ball and cube.

Limitations:
- The animation does not look realistic.
- The walk cycle stops in the middle of a cycle and suddenly reverts to a plain standing position.
- I had planned to make it able to pick up the ball and cube and set them down, but was not able to get to that. It can still move as though it were picking something up, but does not actually pick them up.
- The cube and ball do not always move when I put the humanoid in position to kick it.
- The ball does not spin when it is kicked.
- There is no collision detection. I would have liked to be able to bounce the ball off the cube but did not have time to implement that.