1	Replace the project title
	<title>Add a 3D Point by Tapping on Map</title>
2	Re-set point symbol color
| | ```
var myPointSymbol = new PointSymbol3D({
     symbolLayers: [new ObjectSymbol3DLayer({
       material: {
         color: [160, 7, 7]
       },
       resources: {
         primitive: "sphere"
       },
       width: 380
     })]
   });
``` |
| 3 | Remove code for point and graphics for mySceneView, and add SceneView on-click event listener |
| | ```
mySceneView.on("click", function(e) {

     var clickPoint = e.mapPoint;
     mySceneView.graphics.removeAll();

     mySceneView.graphics.add(new Graphic({
         geometry: clickPoint,
         symbol: myPointSymbol
     }));
   });
``` |