

# **Tutorial part1-Earth**

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EarthRotate.cs

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

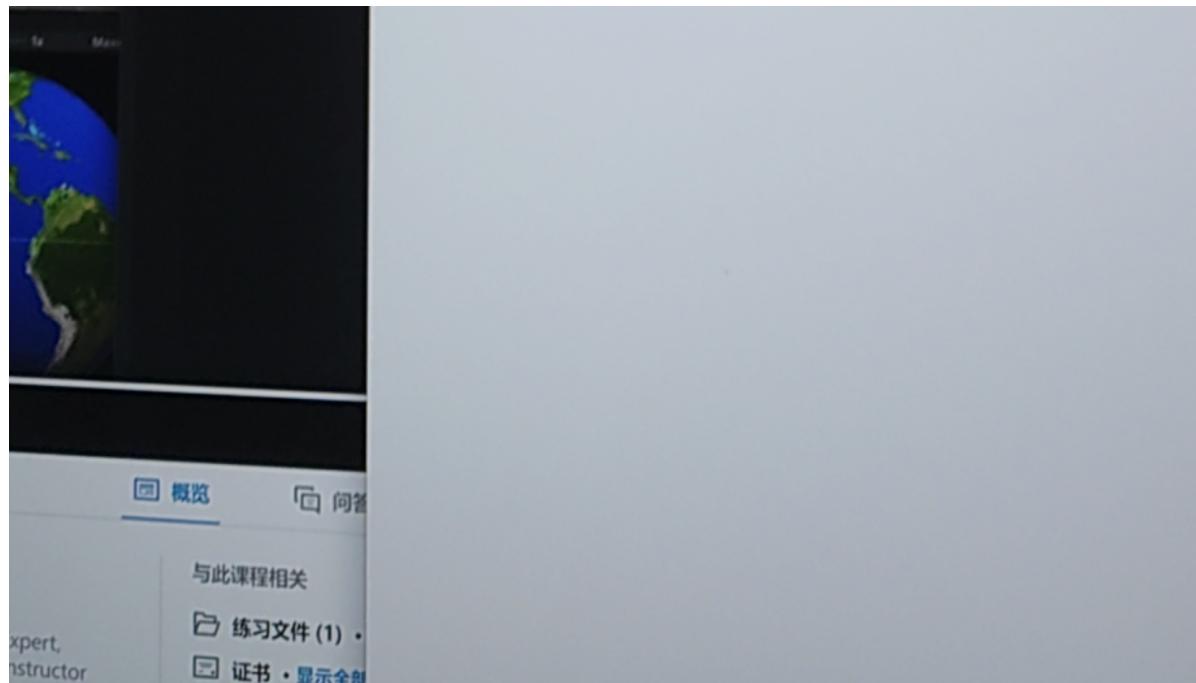
public class EarthRotate : MonoBehaviour
{
    // Start is called
    void Start()
    {
    }

    // Update is called
    void Update()
    {
        gameObject.transform.Rotate(0, 1, 0);
    }
}
```

\*Untitled - Notepad

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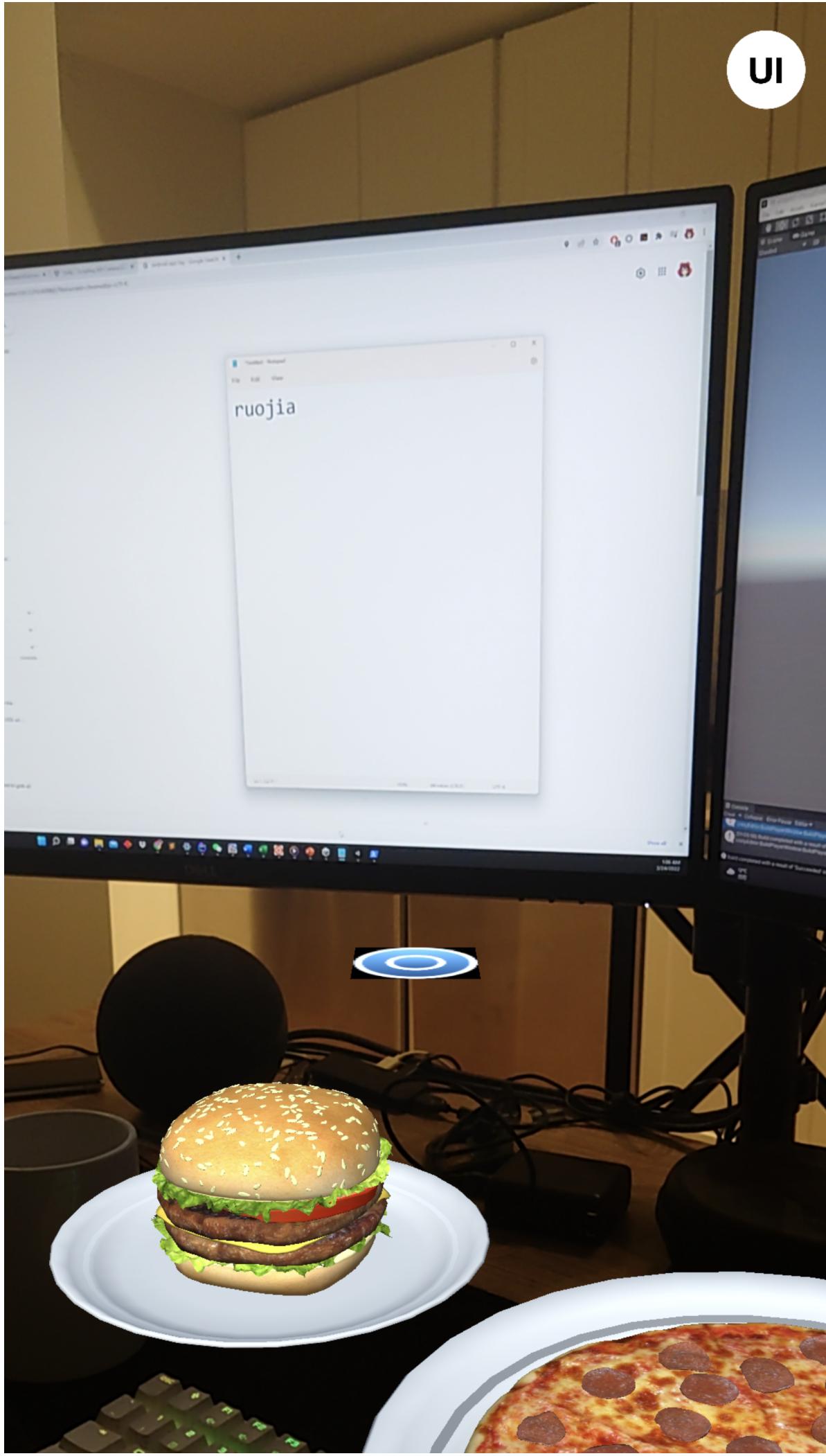
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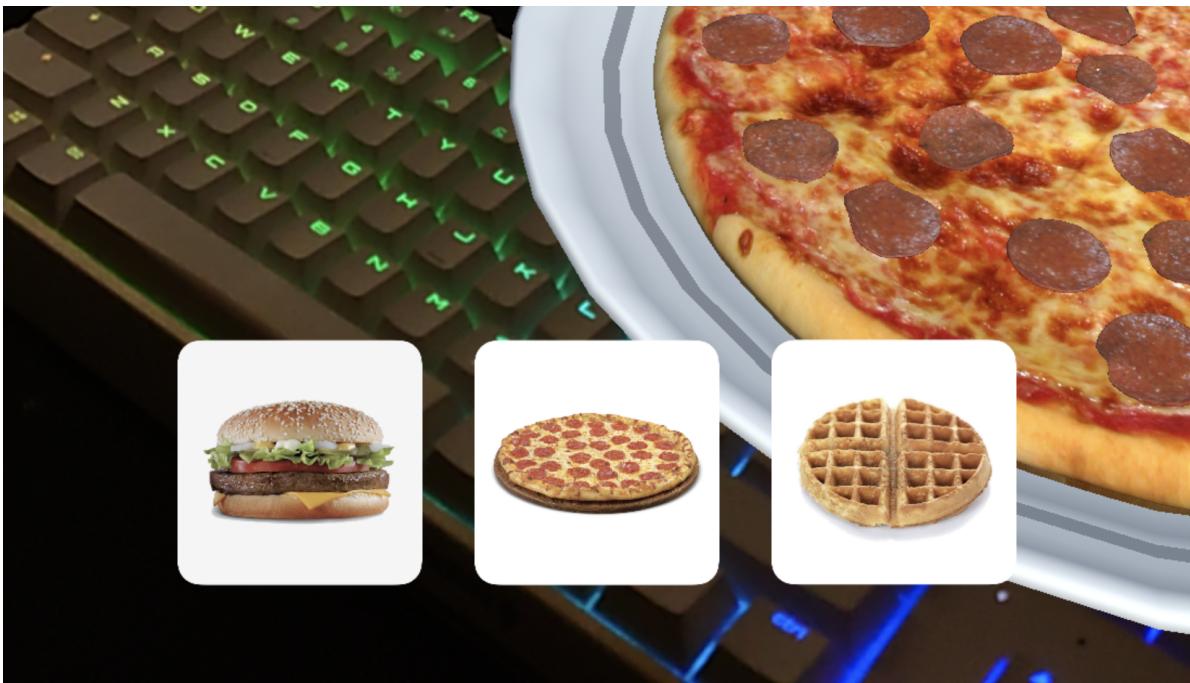


## Tutorial Part2 - 1 Food placement

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UI





## Tutorial part2 -2 Car placement

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UI



