|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| GameObject | Material | Position | RigidBody | | Remarks | Description |
| G | K |
| Plane | Teal | ( 0 , 0 , 0 ) |  |  |  |  |
| Sphere | Blue | (-3 ,1 ,-3 ) |  |  |  |  |
| Sphere | Red | (-2.5,1,0 ) | N | Y | Static? |  |
| Sphere | Red | (-1.5,1, 0) |  |  |  |  |
| Sphere | Green | (-3, 1 , 3 ) | Y | y | Scalex2 |  |
| Cube | Yellow | ( 0, 1 ,-3 ) |  |  | RotateIt() |  |
| Capsule | Orange | ( 0, 1 , 0 ) | N | Y | MoveIt() |  |
| Sphere | Purple | ( 0, 1 , 3 ) |  |  | ResizeIt() |  |
| Sphere | White | (1.5, 1,0 ) | N | Y |  |  |
| Sphere | White | (2.5, 1,0 ) | Y | N |  |  |
| Sphere | Grey | ( 3,10,-3) | Y | N |  |  |
| Sphere | Black | ( 3,10, 3) |  |  | No Collider |  |
| Cube | N/A | (5.5, 0, 0) |  |  |  |  |
| Cube | Black | ( 4 , 1, 0 ) | N | N |  |  |