Unity Sphere Manipulation Project-
This Unity project demonstrates sphere manipulation using C#. It features three spheres - two blue spheres and one red sphere, each with different sizes. The functionality includes sphere visibility toggling, resizing spheres, and recalculating positions based on player movement.

Features -
Sphere Setup -
Two blue spheres and one red sphere are displayed initially.
Each sphere is of different sizes.

Sphere Visibility Toggle -
Press '2' key to toggle the visibility of spheres.
Upon pressing '2':
The red sphere disappears instantly.
The blue spheres disappear after 2 seconds.

Player Movement Interaction
The project tracks the player's position and rotation as the character moves.
Sphere State Restoration
When '2' is pressed again:
The red sphere reappears in its original position and scale.
After 2 seconds, the blue spheres resize to match the red sphere's size while maintaining their original positions.

Controls
Press '2' key to toggle sphere visibility and trigger size changes.
Use standard Unity controls to move the player character for position and rotation calculations.

Implementation Details
Written in C# using Unity engine.
Utilizes GameObject manipulation and input handling.
Implements coroutines for delayed actions (e.g., delayed sphere disappearance).

This project was created by Seojun Chung