

## Game-3111\_A1\_Sha\_taojin

all objects' locations:

box:

(0.0, 1.0f, 7.0)  
(0.0, 1.0f, -7.0)  
(6.5f, 1.0f, 0.0)  
(-6.5f, 1.0f, 0.0f)  
(-7.0f, 3.0f,-4.0f )  
(-7.0f, 3.0f,-2.0f )  
(-7.0f, 3.0f,2.0f )  
(-7.0f, 3.0f,4.0f )  
(7.0f, 3.0f,-4.0f )  
(7.0f, 3.0f,-2.0f )  
(7.0f, 3.0f,2.0f )  
(7.0f, 3.0f,4.0f )

sphere:

(7.5f, 5.0f, 7.5f)

cylinder:

(7.0f, 2.0f, 7.0f)  
(7.0f, 2.0f, -7.0f)  
(-7.0f, 2.0f, 7.0f)  
(-7.0f, 2.0f, -7.0f)

cone:

(7.0f, 2.0f, 7.0f)  
(7.0f, 2.0f, -7.0f)  
(-7.0f, 2.0f, 7.0f)

$(-7.0f, 2.0f, -7.0f)$

Pyramid\_flat\_head:

$(7.0f, 2.0f, 7.0f)$

$(7.0f, 2.0f, -7.0f)$

$(-7.0f, 2.0f, 7.0f)$

$(-7.0f, 2.0f, -7.0f)$

Pyramid\_pointed\_head:

$(-4.0f, 3.0f, 7.0f)$

$(-2.0f, 3.0f, 7.0f)$

$(2.0f, 3.0f, 7.0f)$

$(4.0f, 3.0f, 7.0f)$

wedge:

$(-4.0f, 3.0f, 7.0f)$

$(-2.0f, 3.0f, 7.0f)$

$(2.0f, 3.0f, 7.0f)$

$(4.0f, 3.0f, 7.0f)$

pointed\_cylinder:

$(7.5f, 1.5f, 7.5f)$

gate:

$(0.0, 1.0f, 7.0)$