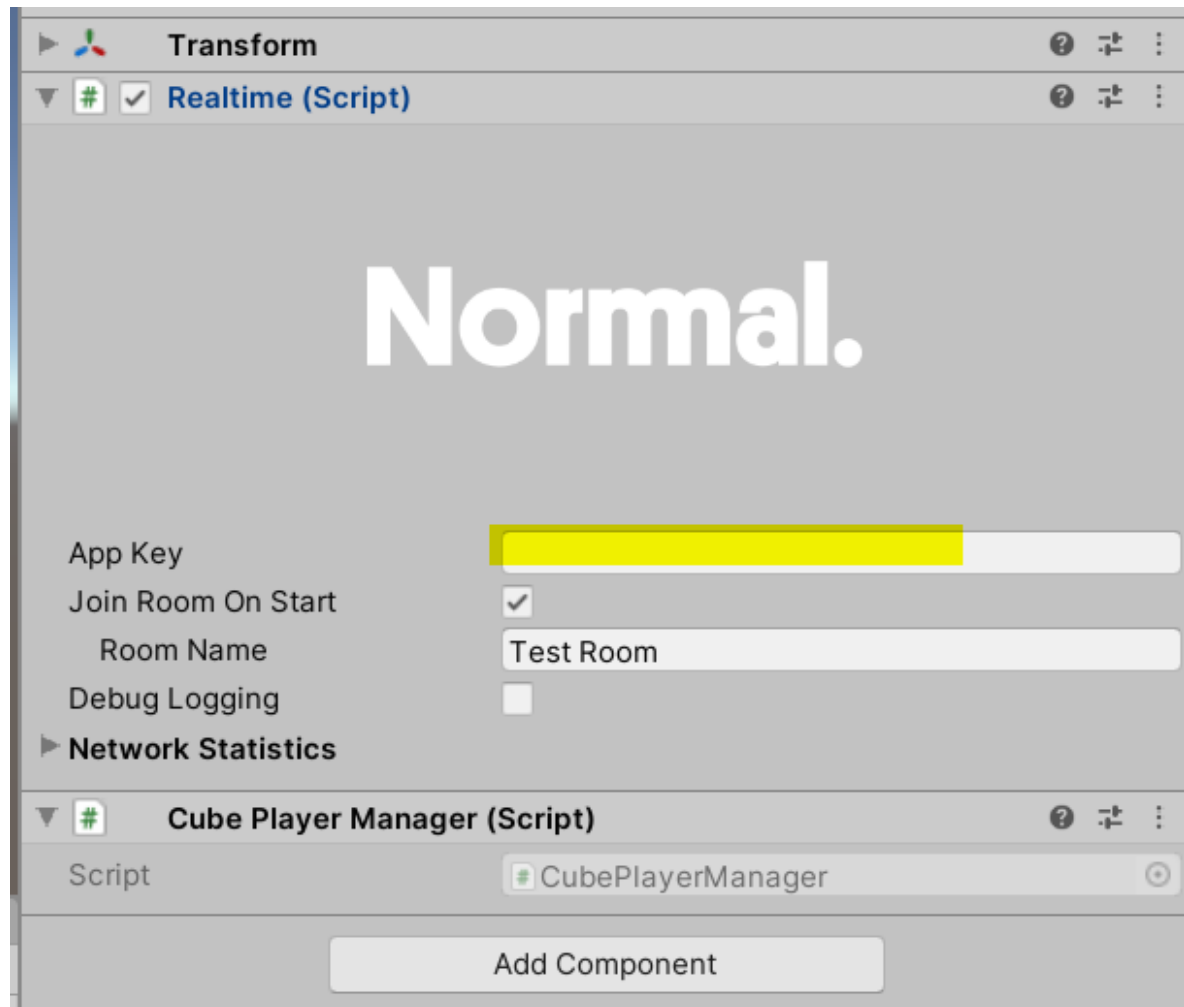Simple Example to Work on Norm Core:

1) RealTime + Cube player Preefab to work with Norm Core

This contains Real time Script and Cube manager Script


we add App key in Real time Script.

we use Cube player manager Script to Instantiate the Game object stored as preefab.

In Cube player manager Script we need to change the prefab name to which we created.

```
private void DidConnectToRoom(Realtime realtime) {
    // Instantiate the CubePlayer for this client once we've successfully connec
    Realtime.Instantiate("SpherePlayer",                  // Prefab name
                         position: Vector3.up,            // Start 1 meter in the a
                         rotation: Quaternion.identity,   // No rotation
                    ownedByClient: true,                  // Make sure the Realtime
          preventOwnershipTakeover: true,                 // Prevent other clients
                      useInstance: realtime);             // Use the instance of Re
}
```

game object must be preefabed in resources foder.

to the game object realtimeview, realtime transform and cube must be attached

▶	⚘		**Transform**	❷ ⇄ ⋮
▶	#	✓	**Realtime View (Script)**	❷ ⇄ ⋮
▶	#	✓	**Realtime Transform (Script)**	❷ ⇄ ⋮
▶	#	✓	**Cube Player (Script)**	❷ ⇄ ⋮
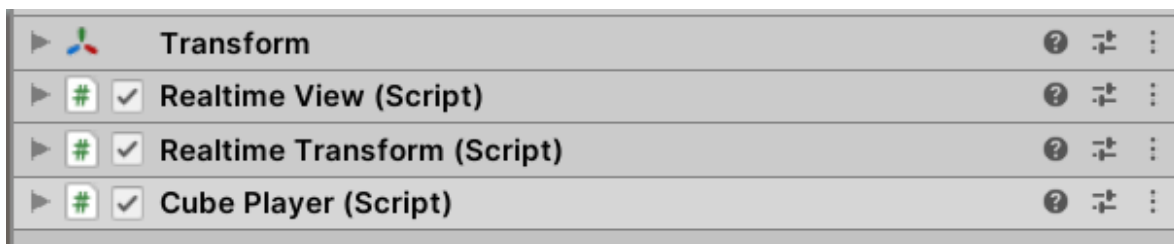
cube player Script will be used to change the characteristics of the game object.