I tested the smooth locomotion with a vignette volume. I chose it as one of my forms of locomotion because I thought that it would make it easier to move to intractable items in the game than trying to teleport to them and the open space in the game wont be vary large so it made no sense to have teleport.

For the first interaction I made a gun that will later become a grappling hook launcher. I've gotten it to the point where it will shoot out the “hook” but none of the other functionality is there yet. This will be used in the focus project as a second form of locomotion(when it works).

For the second, I have made a collider that turns off the kinematic setting on a “drawbridge” which in turn allows it to fall down into place. The collider only reacts to the cube in the scene because of the tag that is set on the cube. This kind of interaction will be used in puzzles in my focus project.