The submission has mainly 2 scenes
1. Open Scene: Which is the opening scene where the user selects if playing alone or with friends and selects a shopping list and goes to the second scene.

2. SuperMarket: It is the scene where it opens into the supermarket where the user interacts with the objects in the shopping mart.

Once the user enters into this scene he can perform the following;
1. Collect the cart by clicking the OK button on the joystick.
2. Move around the shopping mart attached to the cart using a joystick.
3. Attach/ Detach from the cart by hovering over the button attached to the cart and press the OK button on the joystick.
4. Move towards the coke button and click when pointer is on push button, it dispenses coke can after the sound is played
5. Grab and add items into the shopping cart by pressing button B
6. Once the item is added to the cart bill is summed up(dynamically) to all the items present in the cart and displayed on the shopping cart on the Black Canvas which is attached to the right.
7. Can have a burger/Fries near the meat section by clicking ok button when the pointer is on the respective button
8. When a pointer is on the item and X button is pressed a menu is displayed with options Price, Nutrition value.
9. To get the price, get the pointer on it and click OK button, price is displayed until OK is pressed.
10. To get the Nutritional value get the pointer on it and click the OK button, it is displayed. Currently we have not implemented it; it displays blank we are currently in the process of gathering all that information for each and every item.
11. We have also implemented teleport menu where the user can go to different section in the mart, to teleport the pointer needs to be on the teleport Button and B button is pressed
12. Then all the sections are displayed, to teleport to that section pointer needs to be on the section name and OK Button is pressed, they are teleported to that section.
13. We also have a quit button parallel to teleport press Ok button when it is highlighted to quit the application.
14. If the carat is distorted with the character's position you can press A button on the joystick to adjust that.

The main Interaction techniques are:

1. Collecting the shopping cart
2. Attaching/Detaching the shopping cart
3. Grab and drop the item into cart (Only works on Unity currently , not android)
4. Having Fries/ Hamburger
5. Teleporting to a particular section in the mart
6. Displaying the price of a particular item(Only works on Unity currently , not android)
7. Having a coke from the coke machine
Youtube Link : https://www.youtube.com/watch?v=L4doaINm_Gk